METAL GEAR SOLID 3

SNAKE EATER

The Digital Documents of the
METAL GEAR ARCHIVE

FILE:03

METAL GEAR ARCHIVE

Get briefed on *Metal Gear*, a series with a history spanning over 35 years

Since 1987's *Metal Gear*, close to 30 games have been released in the series, from numbered entries to spin-offs and ports. Let's take a look back at what defines the main titles.

Pillar No. 1 | Game systems that revolve around stealth

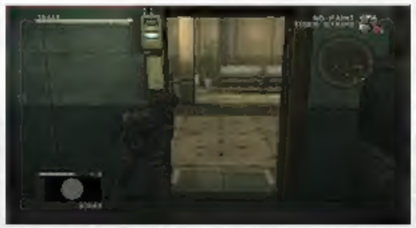
In the late 1980s, action games were designed around taking out enemies. *Metal Gear* turned this concept on its head, presenting a game where you had to hide from the enemy. It featured an everyman protagonist, limited gear, enemies who would call for backup... Though the series's style has evolved as hardware has advanced, one thing that's never changed is the thrill of infiltration.

◀*Metal Gear* laid the foundation for stealth games.

Complete your missions with a wide range of weapons and items at your disposal!

Tranquilizer guns, cardboard boxes, remote-controlled missiles, the Infinity Bandana, stealth camo... Players have always had a big arsenal of gear to play with, offering all sorts of tactical options.

▲The iconic cardboard box has been a series staple from the start.



◀Indispensable to staying out of sight, the radar has taken on a variety of forms according to the in-game time period.

Pillar No. 2 | Storylines with themes that shine a light on real issues

Be it nuclear proliferation and the blind spots of deterrence, the dangers of genetic engineering, energy crises... The *Metal Gear* series has incorporated into its themes various challenges faced by the real world today and at previous times in history. These topics are fleshed out by the cast of characters' clashing convictions.

◀The stories tie in with real events.

Pillar No. 3 | Cinematic sequences and camerawork

Metal Gear Solid took the presentation of the original two titles to the next level, incorporating staging and camerawork previously only seen in film and television. With each subsequent entry, the development process shifted to one ever more cinematic.

▲*MGSV*'s cutscenes were created much like a real film.

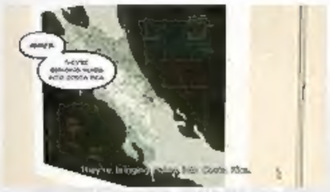
Pillar No. 4 | A saga that tells a tale of two snakes

Naked Snake (Big Boss) and Solid Snake. These two snakes with differing ideologies fight for their beliefs in a saga spanning past, present, and future.

▲The stories are enriched by all the characters the snakes encounter.

Pillar No. 5 | Metal Gears and the threat of nuclear weapons

The titular Metal Gear is the name for a nuclear-equipped walking battle tank. A symbol of the terrible power nuclear weapons possess, the snakes go up against these machines throughout the series.



▲Confronting the threat posed by nuclear weapons.

Pillar No. 6 | Detailed mechanics and tons of Easter eggs

From ghosts appearing in photos the player can take, to distracting guards with naughty magazines, the games are packed with fun gameplay mechanics and Easter eggs. Some titles even had elements that utilized their packaging.

▲Many of the mechanics can be difficult to discover on a normal playthrough.

The Evolution of the *Metal Gear* Series

The *Metal Gear* series has always strived to offer new gaming experiences with each subsequent title. Next, let's examine the history of numbered releases and related titles with a summary of each.

◀*MGSV:TPP* was the first open-world game in the series.

Metal Gear Titles — : Main Titles : Related Titles

Year	*Metal Gear* Titles
1987	*Metal Gear*
1988	*Metal Gear* (NES Version)[1]
1990	*Snake's Revenge*
	Metal Gear 2: Solid Snake
1998	*Metal Gear Solid*
1999	*Metal Gear Solid: Integral*
2000	*Metal Gear Solid* (GBC Version)
2001	*Metal Gear Solid 2: Sons of Liberty*
2002	The Document of *Metal Gear Solid 2*
	Metal Gear Solid 2: Substance
2004	*Metal Gear Solid: The Twin Snakes*
	Metal Gear Solid 3: Snake Eater
	Metal Gear Acid
2005	*Metal Gear Acid 2*
	Metal Gear Solid 3: Subsistence
2006	*Metal Gear Solid: Digital Graphic Novel*
	Metal Gear Solid: Portable Ops
2007	*Metal Gear Solid: Portable Ops Plus*
2008	*Metal Gear Solid 4: Guns of the Patriots*
2010	*Metal Gear Solid: Peace Walker*
	Metal Gear Arcade
2011	*Metal Gear Solid: Peace Walker - HD Edition*
	Metal Gear Solid: HD Collection
2012	*Metal Gear Solid: Snake Eater 3D*
	Metal Gear Solid Social Ops
2013	*Metal Gear Rising: Revengeance*
2014	*Metal Gear Solid V: Ground Zeroes*
2015	*Metal Gear Solid V: The Phantom Pain*
2016	*Metal Gear Solid V: Ground Zeroes + The Phantom Pain*
2018	*Metal Gear Survive*

The series' first entry was built around a new gameplay concept—stealth

Under orders from FOXHOUND commander Big Boss, Solid Snake infiltrates Outer Heaven and destroys Metal Gear.

◀After Snake takes out TX-55 Metal Gear, Big Boss reveals himself to be the mastermind behind the incident.

Set four years after the first game, Snake is back on a new infiltration mission

The military regime of Zanzibar Land threatens the world with its nuclear arsenal. Snake sneaks into the country and takes down its leader, Big Boss.

◀Snake left FOXHOUND, but is called back into action by Campbell, the unit's new commander.

*The copyright information on each title's packaging is for the original sale dates and differs from current copyright information.
[1]*Metal Gear* (NES Version) went on sale in Europe in 1989.

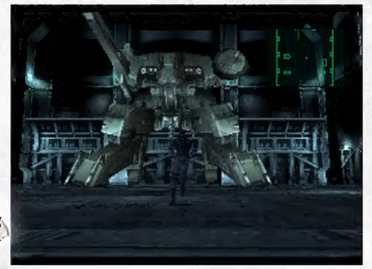
SOLID SNAKE

Infiltration specialist. Since leaving FOXHOUND, Snake had been living in retirement in Alaska.

The first 3D entry in the series, added height and depth to stealth

Six years after the events of *Metal Gear 2*, special forces unit FOXHOUND captures the nuclear weapons disposal facility on Shadow Moses Island in an armed revolt. Solid Snake is tasked by the U.S. government with infiltrating the facility and stopping Liquid Snake. This entry built on the concepts introduced in *MG* and *MG2* while seeking to create a new kind of gaming experience only possible in 3D.

▲Snake links up with Meryl. He must battle FOXHOUND's renegades.



◀Liquid, leader of the terrorists, prepares to use Metal Gear REX to launch a nuclear strike.

Related Works

> *Metal Gear Solid: Integral*[1]

As its subtitle suggests, this is an upgraded version of the original game with numerous new features, including a fully fledged VR training mode, the ability to play the game in First Person View, and much more.

◀VR training offers a total of 300 stages.

> *Metal Gear Solid: The Twin Snakes*

A remake of *MGS* released in 2004. In addition to enhanced graphics, its gameplay is based on that of *MGS2*.

◀Cutscenes differed in taste from the original game.

Abbreviations — **MG**—Metal Gear **MG2**—Metal Gear2 Solid Snake **MGS**—Metal Gear Solid **MGS2**—Metal Gear Solid 2: Sons of Liberty **MGS3**—Metal Gear Solid 3: Snake Eater **MGS4**—Metal Gear Solid 4: Guns of the Patriots **MGS:PW**—Metal Gear Solid: Peace Walker **MGSV:GZ**—Metal Gear Solid V: Ground Zeroes **MGSV:TPP**—Metal Gear Solid V: The Phantom Pain **MGO**—Metal Gear Online

[1]*Integral* was only sold in Japan.

TACTICAL ESPIONAGE ACTION

METAL GEAR SOLID 2
SONS OF LIBERTY

Metal Gear Solid 2: Sons of Liberty
■Released in 2001

Snake and Raiden go up against the machinations of the Patriots

SOLID SNAKE
A legendary hero who's saved the world from Metal Gear three times over. Infiltrates the tanker.

RAIDEN
New recruit of special forces unit FOXHOUND. Though he has a decent amount of VR training under his belt, this is his first real mission.

Divided into Tanker and Plant Chapters, the game opens two years after the events of *MGS*, with U.S. Marines secretly transporting a new Metal Gear. Snake and Raiden take on separate infiltration missions.

Tanker Chapter Infiltrate the disguised tanker

Snake boards the Marines tanker and discovers Metal Gear RAY in the holds, but Ocelot steals it and sinks the ship (the Tanker Incident).

▲Snake gets into a gun battle with Olga Gurlukovich.

Plant Chapter Face off against terrorists on the Big Shell

Set two years after the Tanker Chapter, Raiden infiltrates offshore decontamination facility the Big Shell, which has been captured by an armed group led by Solidus Snake (the Big Shell Incident).

▲Solidus attempts to kill Raiden in order to achieve his goal.

Related Works

>*The Document of Metal Gear Solid 2*

A making-of disc featuring *MGS2* development materials, special VR missions, trailers, commercials, and much more.

◀Players can view previously unseen content, such as artwork and 3D models from early on in development.

>*Metal Gear Solid 2: Substance*

This "substantially" upgraded version adds VR missions, five short stories known as Snake Tales, and more.

▲Features new modes such as Alternative Missions and Snake Tales.

TACTICAL ESPIONAGE ACTION

METAL GEAR SOLID 3
SNAKE EATER

Metal Gear Solid 3: Snake Eater
■Released in 2004

Depicts the birth of Big Boss against the backdrop of the Cold War

Set in 1964, the earliest point in the series, Naked Snake (Big Boss) undertakes two missions that test him in ways he never expected. The genesis of the *Metal Gear* series.

NAKED SNAKE
Member of the CIA's FOX special forces unit, he is also the last apprentice of legendary hero The Boss.

THE BOSS
A WWII hero hailed as "the Mother of Special Forces," she defects to the Soviet Union during the game's prologue mission.

The Virtuous Mission Get in and get Sokolov out

Snake infiltrates Soviet territory to help a scientist called Sokolov defect, but the mission ends in failure when Snake's mentor, The Boss, betrays him, and Sokolov is taken away by the GRU, the Soviet Union's military intelligence agency.

▲Sokolov is the key figure in the development of a new weapon.

Operation Snake Eater A showdown with The Boss awaits

Snake must sneak back into the same Soviet territory to destroy a weapon called the Shagohod and eliminate The Boss after she betrayed the U.S. He completes his mission and is awarded the title of Big Boss.

▲Snake learns the shocking truth behind The Boss's betrayal.

Related Works

>*Metal Gear Solid 3: Subsistence*

This upgraded version's subtitle was inspired by one of the game's themes, survival. Additions include a new gameplay camera and the Demo Theater, which lets players replay any of the game's cutscenes.

◀It also includes ports of *Metal Gear* and *Metal Gear 2: Solid Snake*.

Metal Gear Online

▲*Subsistence* offered online competitive multiplayer for the first time in the series. Up to eight players could battle it out across five game modes.

METAL GEAR SOLID 4
GUNS OF THE PATRIOTS TACTICAL ESPIONAGE ACTION

Metal Gear Solid 4: Guns of the Patriots
Released in 2008

Snake returns as Old Snake in his shocking final mission

Five years after the events of *MGS2*, Campbell asks Solid (Old) Snake to take out Liquid Ocelot in one last mission. The truth behind the Patriots, Les Enfants Terribles, and so much more is finally revealed.

▲ Although an ordinary man in his condition would be bedridden, Snake sneaks through battlefields around the world to stop Liquid Ocelot.

OLD SNAKE

Though only 41 or 42, he looks and feels far older due to the effects of the genetic engineering that created him.

Metal Gear Mk. II

Remote mobile hardware developed by Otacon and Sunny.

◀▼Facing off against the Beauty and the Beast Corps. The final battle is an epic hand-to-hand contest with Liquid Ocelot.

Taking on players around the world in *Metal Gear Online*

MGS4 included a new version of *MGO* that combined *MGS4*'s controls and mechanics with lessons learned from *Subsistence*'s multiplayer. It featured new modes and maps, the maximum number of players was doubled from 8 to 16, and rewards and character customization were introduced.

◀The new SOP system put greater weight on teamwork.

◀Players could employ extreme tactics like using catapults to launch themselves further afield.

METAL GEAR SOLID
PEACE WALKER

Metal Gear Solid: Peace Walker
Released in 2010

An army without borders

Ten years after the events of *MGS3*, Big Boss has built an army belonging to no nation. Operating out of Colombia, he is approached by Gálvez and Paz, two individuals from Costa Rica, a country without a military. They ask him to investigate and eliminate a mysterious paramilitary force that has appeared there.

◀Big Boss initially declines, but things take a turn when new information about The Boss comes to light.

◀He learns about Coldman's plan and battles the nuclear-equipped Peace Walker.

BIG BOSS (SNAKE)

A former member of the CIA's FOX special forces unit, he is already a charismatic figure to soldiers around the world.

◀By gathering soldiers and assigning them to teams, the organization's capabilities expand.

◀Mother Base, Big Boss's base of operations, gradually grows.

Join forces with combat buddies in ad hoc co-op

In addition to competitive multiplayer, *MGS:PW* lets players work together in "CO-OPS" missions. They can share weapons, ammo, and health, and even revive fallen allies with CPR. Players can also compete for the fastest mission completion times.

◀Competitive multiplayer offers four 3v3 modes.

◀Up to four players can team up to take on some formidable foes.

Metal Gear Solid V: Ground Zeroes
Released in 2014

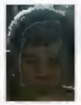
A mission to free Chico and Paz has an unexpected ending...

Paz, who appeared to die in *MGS:PW*, is confirmed to have survived and is being held on a U.S. military base in Cuba. Chico attempts to rescue her, but ends up getting captured himself. It's then up to Big Boss to get them both out.

BIG BOSS (SNAKE)

Combat and infiltration specialist who leads his own private army. Having previously put a stop to the Peace Walker Project and Paz's subsequent revolt, Big Boss now sets out to extract her.

◀After Big Boss gets Chico and Paz out, his base comes under attack.



CHICO

A young fighter with Nicaraguan revolutionaries, he is captured while trying to rescue Paz.

PAZ

Hijacks Metal Gear ZEKE, but her attempt to go against Big Boss fails. Now being held on a U.S. military base.

Extra Ops offer some throwback twists

This pair of scenarios transcends gaming boundaries—in the Déjà Vu mission, players must recreate the same scenes depicted in a set of mysterious photos. The Jamais Vu mission has players take control of Raiden to combat intelligent lifeforms known as Snatchers[1].

◀When players recreate a scene from *MGS*, graphics and dialogue from that game pop up.

◀Raiden returns to the battlefield, swapping his blade for a gun.

[1]Originally featured in the 1988 graphic adventure game *Snatcher*, these enigmatic biorolds kill humans and take their place in society.

Metal Gear Solid V: The Phantom Pain
Released in 2015

The formation of Diamond Dogs begins a path of retribution

Nine years after the events of *MGSV:GZ*, Venom Snake stars in a new chapter of the *Metal Gear* series. Looking to get payback against Cipher, the private intelligence agency that killed most of his comrades and grievously wounded him, where will the depths of vengeance take him?

VENOM SNAKE

The protagonist of *MGSV:TPP*. After waking up from a nine-year coma, he builds Diamond Dogs and goes after Skull Face and Cipher in a quest for vengeance.

ELI

Grows up to become Liquid Snake. Driven by a thirst for revenge, he leads a rebellion against Venom Snake.

SKULL FACE

Commander of XOF, Cipher's strike force, and the man responsible for the attack on Mother Base.

◀Skull Face activates Sahelanthropus, a new Metal Gear.

Featuring *MGO* and FOB Missions, two distinct online modes

In addition to 8v8 *MGO*, *MGSV:TPP* offers FOB (Forward Operating Base) Missions, a 1v1 cat-and-mouse multiplayer mode that takes place on online bases players have built.

◀In this version of *MGO*, players choose a class, meaning roles on the battlefield are defined.

◀The strength of an FOB's defenses determine how easily you can slip in undetected or fight off an intruder.

OTHERS

Metal Gear (NES Version)

Released in 1988

First release for a console

The first title in the series developed for a home console, it featured a signifiant number of changes from the original version.

Snake's Revenge

Released in 1990

An alternate sequel to *MG*

A follow-up to the console version of *MG*. Released only in the West, this spin-off had a different story from that of *MG2*.

Metal Gear Solid (GBC Version)

Released in 2000

Infiltrate the fortress Galuade!

Seven years after *Metal Gear*, armed separatists have seized a new Metal Gear prototype. It's up to Solid Snake to navigate a heavily guarded fortress and put a stop to them.

◀The first portable entry in the series. Besides a story mode, it also offered a two-player competitive mode.

◀At the end of a long, brutal mission, Snake takes on Metal Gear Gander.

▶Since retiring, Snake had been living a solitary life in Alaska.

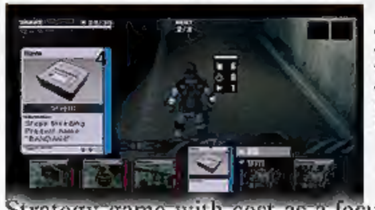
*All copyright information displayed on the game screen is from the original time of release and differs from current copyright information.

Metal Gear Acid

Released in 2004

Infiltration missions with a card game twist

This title blended the series's stealth action with card game elements, with all player actions determined by cards. To progress in this static strategy game, players had to choose the right combination of cards, as well as the order in which to use them.



◀The lower the cost of your cards, the sooner your turn, making cost a crucial factor when selecting cards.

Strategy game with cost as a focus

◀In addition to weapons and items, there are also character cards.

▶In 2016, Solid Snake infiltrates Lobito Island.

Metal Gear Acid 2

Released in 2005

A sequel offering multiplayer and 3D visuals

This sequel to *Metal Gear Acid* greatly expanded the number of cards, and the visuals and controls also received an upgrade. Multiplayer card battles were added, and the Solid Eye cardboard scope bundled with the game let the player view gameplay and cutscenes in 3D.

American comic style visuals

◀Graphics were redone in the style of American comics. The pack-in scope also provided a 3D effect.

◀The original's complex controls were made more intuitive, and movement became more seamless.

Metal Gear Solid: Portable Ops

Released in 2006

The birth of FOXHOUND, the unit created to hunt down FOX

Six years after the events of *MGS3*, the FOX unit instigates a revolt on Colombia's San Hieronymo Peninsula. No longer with the unit, Big Boss teams up with Campbell to form FOXHOUND and eliminate FOX. Though this title is a spin-off of sorts, it depicts events that tie into the series canon.

◀ Snake squares off against Metal Gear RAXA, developed by Sokolov.

◀ Big Boss meets a young Roy Campbell while imprisoned.

◀ Soldiers can be recruited at Wi-Fi hotspots. Some hotspots even offer special soldiers.

Metal Gear Rising: Revengeance

Released in 2013

Raiden "cuts and takes" out the trash

Set a little over three years after *MGS4*, Raiden is now a cyborg working for a private military company. A personal protection mission ends in disaster when he and his team are ambushed by rival PMC Desperado. Losing an eye and an arm, Raiden swears vengeance against Desperado and Jetstream Sam, the man who attacked him.

◀ Slice enemies in half and grab their fuel cells to recover health.

◀ Armed with his high-frequency blade, Raiden is back as a sword-wielding protagonist.

▶ A wealth of DLC was also released, including VR missions offering a wide range of gameplay.

Metal Gear Survive

Released in 2018

A survival spin-off set in a ruined world

This spin-off takes the action elements of *MGSV:TPP* and rebuilds them into a survival action title. Features a single-player mode, in which you must escape a devastated planet, and tower defense and rescue mission co-op modes.

▲One soldier who fought under Big Boss must rescue their compatriots in a world crawling with mysterious creatures.

Work together to survive

▲ Expanding and fortifying base camp is critical.

◀ Features two types of co-op modes.

Metal Gear Solid: Digital Graphic Novel

Released in 2006

The story of *MGS* in comic form!

This digital comic was subtitled Bande Dessinée (French for "comic") in Japan.

◀ Rather than rely on static images, the game presents the story using animations and sound. It also contains a data base and a character relationship diagram.

Smartphone and Arcade Titles

Other titles include *Metal Gear Solid* Touch and *Metal Gear Solid: Social Ops*[1] for smartphones, and arcade game *Metal Gear Arcade.*

▶ The missions in *Metal Gear Solid Touch* are based on locations from *MGS4.*

▲This arcade version of *MGO* also featured online play.

[1]Only available in Japan.

The World of *Metal Gear* and How It Ties in with Ours

The Metal Gear series weaves actual events into its narratives, heightening the games' realism. What follows is a combined timeline of events in the games and in the real world, complete with breakdowns of keywords.

METAL GEAR Series Chronology

Key: ○Historical facts ■*Metal Gear* series-related entries □Spin-off titles

Year	Main Events
192X	■ The Boss is born
1935	■ Jack (Naked Snake/Big Boss) is born
193X	■ The last of the Philosophers dies
1939	○ In a letter to President Roosevelt, Einstein recommends development of an atomic bomb ○ World War II breaks out
1941	○ U.S.: The Office of Scientific Research and Developmennt (OSRD), S-1 Section is established to develop an atomic bomb ○ U.K.: The army establishes the SAS (Special Air Service)
1942	○ U.S.: President Roosevelt officially approves the Manhattan Project, the goal of which is the development of an atomic bomb. Plutonium production starts ■ Otacon's (Hal Emmerich's) grandfather participates in the Manhattan Project ○ Germany: The world's first ballistic missile, the V2, is successfully launched ○ Physicist Enrico Fermi succeeds in a fission chain reaction experiment in a nuclear reactor ■ The Boss establishes the Cobra Unit during the Battle of Stalingrad ■ Code Talker helps the US military devise its code talker cryptography
1944	■ Allied forces deploy the Cobra Unit in the Normandy landings
1945	○ U.S.: The world's first atomic bomb test takes place in Alamogordo, New Mexico ○ U.S.: Atomic bombs are dropped on Hiroshima and Nagasaki, Japan ○ World War II comes to an end ■ Huey (Otacon's father) is born
1946	○ U.S.: General-purpose electronic digital computer ENIAC is unveiled
1947	■ The Cobra Unit is disbanded ○ U.S.: The Central Intelligence Agency (CIA) is established
1950	○ The Korean War breaks out ■ The Boss takes part in the Korean War. Jack becomes her apprentice
1951	○ U.S.: An atomic bomb test is conducted with the participation of ground troops in the Nevada desert ■ The Boss participates in the test and is exposed to a substantial amount of radiation
1952	○ U.S.: The National Security Agency (NSA) is established ○ U.S.: The Army establishes the 10th Special Forces Group (10th SFG)
1953	○ U.S.S.R.: Khrushchev becomes First Secretary of the Communist Party ○ James Watson & Francis Crick discover the double helix structure of DNA
1954	○ U.S.: Launch of the world's first nuclear-powered submarine, the USS Nautilus. ○ U.S.: Hydrogen bomb test at Bikini Atoll. Crew of the Daigo Fukuryu Maru are exposed to radiation ■ Naked Snake is also exposed to radiation in the same test ○ U.S.S.R.: The KGB (Committee for State Security, attached to the Council of Ministers) is established
1955	○ Einstein dies ○ The Russell-Einstein Manifesto is issued, appealing for the abolition of nuclear weapons and the peaceful use of science and technology ○ Japan: First meeting of the Japan Council against Atomic and Hydrogen Bombs held in Hiroshima
1957	○ U.S.S.R.: Successful launch of the world's first artificial satellite, Sputnik 1 ○ U.S.: Successful launch of the first intercontinental ballistic missile (ICBM)
1958	○ U.S.: The National Aeronautics and Space Administration (NASA) is born from National Advisory Committee for Aeronautics (NACA)
1959	○ Fidel Castro and Che Guevara's Cuban Revolution succeeds ■ U.S.: The Boss participates in the Mercury Project manned space flight program
1960	○ A U.S. U-2 reconnaissance aircraft invades Soviet airspace ○ U.S.S.R.: A trade assistance agreement with Cuba is signed ■ U.S.: Two NSA code breakers (ADAM and EVA) defect to the Soviet Union
1961	○ U.S.: Diplomatic relations with Cuba are severed ○ U.S.S.R.: Yuri Gagarin, traveling in Vostok 1, becomes the first person to journey into outer space ■ On the same day and at almost the same time as Gagarin's flight, The Boss goes into space in an unofficial manned space-flight test for the U.S. ○ U.S.S.R.: Detonation test of the Tsar Bomba, the largest hydrogen bomb ever created ○ Germany: Construction of the Berlin Wall begins
1962	○ U.S.: A U-2 reconnaissance aircraft confirms Soviet missiles in Cuba, leading to the Cuban Missile Crisis ■ Sokolov defects to the West, but is later returned to the Soviet Union under a secret agreement between President Kennedy and First Secretary Khrushchev (in exchange for the Soviet Union's withdrawal from Cuba)
1963	○ U.S.: The Partial Test Ban Treaty is signed by the United States, the United Kingdom, and the Soviet Union ○ U.S.: President Kennedy is assassinated
1964	■ US: The CIA's FOX special forces unit carries out the Virtuous Mission and Operation Snake Eater. Naked Snake infiltrates Soviet territory and completes both missions. He eliminates The Boss and is awarded the title of Big Boss [*Metal Gear Solid 3: Snake Eater*] ■ A comatose Volgin is transferred to a research facility on the outskirts of Moscow ■ Code Talker begins studying The End's body ○ U.S.S.R.: Khrushchev is removed from power
1965	○ U.S.: Bombing of North Vietnam begins ■ Sigint joins the U.S.'s Defense Advanced Research Projects Agency (ARPA, later DARPA). He is involved with the creation of ARPANET
1967	○ China: First hydrogen bomb test conducted
1968	■ EVA disappears in Hanoi ○ U.S.S.R.: Launches an Invasion of Czechoslovakia
1969	○ The first Strategic Arms Limitation Talks (SALT I) begin between the United States and the Soviet Union ○ U.S.: Apollo 11 achieves the first manned moon landing ○ U.S.: ARPA develops ARPANET, the basis for the internet
1970	■ Zero disbands FOX ○ The Treaty on the Non-Proliferation of Nuclear Weapons (NPT) comes into effect □ After leaving FOX, Big Boss is imprisoned in an unknown Eastern military facility in South America, where he meets Roy Campbell. They form FOXHOUND to hunt the FOX unit members that instigated the coup there and bring a stop to it. Big Boss then destroys Metal Gear RAXA, a ballistic Metal Gear prototype that had been deployed there (San Hieronymo Peninsula Incident) [*Metal Gear Solid: Portable Ops*]
1971	○ U.S.S.R.: Successful launch of the first space station, Salyut 1 ■ Big Boss establishes special forces unit FOXHOUND
1972	■ The Les Enfants Terribles project begins. Clones of Big Boss, Eli (Liquid Snake) and David (Solid Snake), are born ■ Big Boss parts ways with Zero ■ Big Boss forms a private army with Kazuhira Miller in Colombia ○ U.S.: Apollo 17 marks the end of the Apollo program ○ The United States and the Soviet Union sign SALT I. The second Strategic Arms Limitation Talks (SALT II) begin
1973	○ U.S.: The Skylab space station is launched ○ U.S.: Ground forces withdraw from Vietnam ■ Code Talker discovers primordial microorganisms (archaea) that metabolize uranium
1974	○ SALT II agreement reached in principle ○ India: Nuclear test conducted ○ Japan: Former Prime Minister Sato receives the Nobel Peace Prize for his advocacy of the Three Non-Nuclear Principles ■ Hot Coldman, CIA station chief of Central America, conducts the Peace Walker project in Costa Rica. Big Boss, together with his private army, destroys the nuclear weapon of the same name, putting an end to the endeavor. He then builds Metal Gear ZEKE as a deterrent, but it is stolen by a spy, Paz, and ultimately destroyed by Big Boss's own hand [*Metal Gear Solid: Peace Walker*] ■ Paz, who had gone missing after the incident, is captured by Cipher on suspicion of being a double agent
1975	■ Big Boss learns Paz is alive. To rescue her from Cipher, he heads to a U.S. military base on the southern tip of Cuba. He succeeds in getting her out and makes it back to Mother Base, but is injured during XOF's attack on the facility [*Metal Gear Solid V: Ground Zeroes*] ■ Zero hides the now comatose Big Boss in a hospital in Cyprus and entrusts him to Ocelot ■ Skull Face travels to Africa, where he resurrects the vocal cord parasites through reverse evolution ○ The Vietnam War comes to an end
1976	■ The Les Enfants Terribles project is scrapped. Eli travels to England ■ Zero suffers brain damage from Skull Face's parasite ○ Richard Dawkins publishes *The Selfish Gene*
1977	○ An underground nuclear test site is discovered in the Kalahari Desert. South Africa abandons its planned test due to international pressure ○ U.S.: Delta Force (1st Special Forces Operational Detachment-Delta) is established ■ After visiting Big Boss, Zero's whereabouts become unknown
1979	■ Eli disappears in Africa ○ U.S.S.R.: Launches an invasion of Afghanistan. Détente comes to an end ○ The Sandinista National Liberation Front (FSLN) armed uprising. President Somoza goes into exile, and the Nicaraguan Revolution comes to fruition
1980	○ The Iran-Iraq War breaks out ■ Hal Emmerich is born to Huey and Strangelove
1981	○ U.S.: Launch of the first Space Shuttle, Columbia
1982	○ The Falklands War breaks out
1983	○ U.S.: President Reagan announces the Strategic Defense Initiative (SDI)
1984	■ Big Boss, injured in XOF's attack on Mother Base, and Venom Snake, Big Boss's phantom, wake up in a hospital in Cyprus. Venom Snake later takes command of Diamond Dogs and foils Skull Face's plans, defeating him and his XOF [*Metal Gear Solid V: The Phantom Pain*] ■ Eli establishes his Kingdom of the Flies in Africa
1985	○ U.S.S.R.: Gorbachev becomes head of government. The world moves toward a post-Cold War era
1986	○ U.S.: Space Shuttle accident halts the project ○ U.S.S.R.: Accident at the Chornobyl (Chernobyl) nuclear power plant
1989	○ Germany: Fall of the Berlin Wall ○ The Liberian Civil War breaks out
1990	○ Iraqi forces invade Kuwait ○ Unification of East and West Germany ○ U.S.: The Human Genome Project is launched
1991	○ The United Nations sends a coalition of multinational forces to Iraq. The Gulf War breaks out ■ Liquid (Eli) and Solid (David) take part in the Gulf War ○ The Soviet Union disintegrates. The Commonwealth of Independent States (CIS) is formed
1995	■ Big Boss, commander of special forces unit FOXHOUND, secretly establishes an armed stronghold in South Africa known as Outer Heaven and uses it to launch an uprising. Rookie FOXHOUND member Solid Snake destroys the TX-55 Metal Gear and defeats Big Boss's phantom, Venom Snake (Outer Heaven Uprising) [*Metal Gear*] ■ Solid Snake retires from FOXHOUND ○ France, China: Both countries push ahead with nuclear tests ○ The United Nations General Assembly adopts a resolution reaffirming the need for all states party to the NPT to cease all nuclear testing at once
1996	○ The United Nations General Assembly adopts the Comprehensive Nuclear-Test-Ban-Treaty (CTBT) ○ U .K.: The world's first cloned sheep, Dolly, is born
1997	○ IBM computer Deep Blue defeats world chess champion
1999	■ Big Boss leads an uprising in Zanzibar Land, a small state in Central Asia, abducts Dr. Kio Marv, and uses Metal Gear D to build a nuclear arsenal. Former FOXHOUND member Solid Snake, called back into service by Roy Campbell, infiltrates Zanzibar Land, where he completes his mission by destroying Metal Gear D and defeating Big Boss (Zanzibar Land Disturbance) [*Metal Gear 2: Solid Snake*] ■ Big Boss dies, but is revived by the Patriots and hidden away while he remains in a coma ○ The euro, a European single currency, is introduced in 11 member countries of the European Union
2000	○ The Human Genome Project's international team of researchers announces draft sequence of the human genome
2001	○ U.S.: The September 11 coordinated terrorist attacks occur ○ U.S.: The USA PATRIOT Act is enacted with the aim of fighting terrorism both within the United States and overseas
2003	○ A coalition of multinational forces invades Iraq on suspicion of the country possessing weapons of mass destruction, leading to the Iraq War
2004	○ It is revealed that some Pakistani scientists are involved with leaking nuclear technology out of Pakistan
2005	■ While on a training exercise on the remote Alaskan island of Shadow Moses, special forces unit FOXHOUND engages in an armed revolt. Former FOXHOUND commander Roy Campbell is in charge of the response, sending in Solid Snake on a one-man infiltration mission. Snake destroys their trump card, Metal Gear REX, and defeats Liquid Snake, leader of the uprising (Shadow Moses Incident) [*Metal Gear Solid*] ○ Coordinated terrorist bombings occur in London, Egypt, and other locations around the world
2007	■ Anti-Metal Gear organization Philanthropy gets wind of the U.S. Navy's plan to transport a new Metal Gear on a disguised tanker. Solid Snake infiltrates it, but a mysterious armed group occupies the ship at the same time. Ocelot steals the new Metal Gear, and the tanker sinks off the coast of Manhattan (Tanker Incident) [*Metal Gear Solid 2: Sons of Liberty*] ■ Marine decontamination facility, the Big Shell, is constructed ■ Olga Gurlukovich's daughter, Sunny, is born ○ Russia: Strategic bomber flights resumed in remote areas for the first time in 15 years
2008	○ The U.S. Food and Drug Administration (FDA) declares food derived from cloned animals to be safe
2009	■ The armed group, the Sons of Liberty, seizes control of the Big Shell and takes the U.S. president hostage. Raiden, a member of the new FOXHOUND, infiltrates the Big Shell alone and eliminates the group and its leader, Solidus Snake (Big Shell Incident) [*Metal Gear Solid 2: Sons of Liberty*] ■ Solidus's body is recovered by the Patriots ■ Ocelot (Liquid) seizes GW from Arsenal Gear
2010	■ The U.S. military and associated private military companies (PMCs) begin injecting personnel with nanomachines (SOP)
2011	■ Raiden rescues Sunny from the clutches of the Patriots. He leaves Rose and joins resistance group the Paradise Lost Army, self-styled anti-Patriots led by Big Mama (EVA) ○ U.S.: Declaration of the end of the Iraq War ○ Japan: The Great East Japan Earthquake and Fukushima Daiichi nuclear accident ○ The New Strategic Arms Reduction Treaty (New START) comes into effect
2012	■ Raiden is captured by the Patriots and used as a test subject in exoskeletal enhancement surgery experiments
2013	■ Big Mama rescues Raiden from the Patriots and recovers Big Boss's biomort (brain-dead remains)
2014	■ Roy Campbell, receiving word that Liquid Ocelot is about to lead an insurrection, asks Old (Solid) Snake to take him down. After infiltrating battlegrounds around the world, Snake completes his objective and brings an end to the Patriots (Guns of the Patriots Incident) [*Metal Gear Solid 4: Guns of the Patriots*] ■ Raiden reunites with Rose and meets his son ■ Big Boss dies
2017	○ The United Nations General Assembly adopts the Treaty on the Prohibition of Nuclear Weapons (TPNW)
2018	□ Raiden, a member of private military and security company (PMSC) Maverick Security Consulting, battles it out against U.S. private military company (PMC) Desperado Enforcement LLC [*Metal Gear Rising: Revengeance*] ○ The first North Korea-United States summit is held
2021	○ The Treaty on the Prohibition of Nuclear Weapons comes into effect

Keywords

·The Philosophers An organization born out of the Wisemen's Committee, a secretive group of the most powerful individuals from the United States, Russia, and China.

·Philosophers' Legacy An enormous fund consisting of the Philosophers' pooled assets. This was supposed to be divided between the three countries after the end of World War II, but Colonel Volgin's father, who managed it for them, stole it for himself. After his death, it ended up in Volgin's possession, but ultimately, the entirety of it found its way into American hands.

·The Patriots An organization spearheaded by Zero to carry on The Boss's will (originally known by another name, it would come to be called the Patriots). After the Cold War, it steered America's political, economic, and military affairs from the shadows. However, a system of AIs was created to continue what Zero started, inheriting control and rendering the organization a shell of its former self.

·Les Enfants Terribles (French for "The Terrible Children") A project to clone Big Boss, known at the time as the world's greatest living soldier and also an icon to the Patriots.

The Stars of the Saga, and the Characters Closely Connected to Them

An introduction to the two snakes of the *Metal Gear* series, their battles, and the key players in their lives.

Charismatic figure regarded as the greatest soldier of the 20th century

BIG BOSS

Renowned for his exceptional combat abilities and survival skills, he is chosen as the subject for Les Enfants Terribles, a project to artificially create the ultimate soldier. This results in the birth of several clones of him, known as the sons of Big Boss.

▶Loses his right eye in Operation Snake Eater. The image of him with his eye-patch becomes iconic.

1964 *MGS3*	Operates for the FOX unit after having received instruction from The Boss as her apprentice. Defeats The Boss and is given the title of Big Boss.
1974 *MGSPW*	Commands his army without borders in Colombia, later active in Costa Rica. Builds Mother Base and expands his forces.
1975 *MGSV:GZ*	Infiltrates a U.S. military base on the southern tip of Cuba to rescue Chico and Paz. Though the mission is a success, Mother Base falls and he is critically injured.
1984 *MGSV:TPP*	Wakes up after a nine-year coma. Venom Snake takes over leadership of his forces and puts a stop to Skull Face's plan.
1995 *MG*	The Outer Heaven Uprising. Venom Snake does battle with Solid Snake as Big Boss's phantom and is killed in action.
1999 *MG2*	After betraying and abandoning FOXHOUND, establishes a military regime in Zanzibar Land. Following his defeat at the hands of Solid, his body is recovered by the Patriots.
2014 *MGS4*	Awakens from the comatose state he had been kept in by JD (John Doe, the AI governing the world). Ends Zero's life and passes away.

BIG BOSS
(NAKED SNAKE)

The last apprentice of the legendary hero known as The Boss. Joins Major Zero's FOX special forces unit and completes a mission to kill The Boss. The U.S. government subsequently confers on him the title of Big Boss.

Infiltration specialist who makes the impossible possible

SOLID SNAKE

A man who has saved the world from Big Boss, Liquid, Solidus, and more than one Metal Gear. Aging at a rapid rate as a side effect of the genetic engineering that birthed him, he is already an old man in *MGS4*. Nevertheless, he completes his final mission.

◀▲A cool individual purely focused on getting the job done. In *MGS4*, he finds out he is going to become a walking weapon of mass destruction.

1995 *MG*	Infiltrates Outer Heaven, destroys Metal Gear, and eliminates Venom Snake, who confronts him as Big Boss's phantom.
1999 *MG2*	Penetrates Zanzibar Land, a heavily fortified state founded by Big Boss in Central Asia, and shatters his ambitions.
2005 *MGS*	FOXHOUND, led by Liquid, captures the nuclear weapons disposal facility on Shadow Moses Island. Defeats Liquid, preventing him from launching a nuclear attack.
2007-9 *MGS2*	Boards the disguised tanker, but goes missing after it sinks. Two years later, makes it onto the Big Shell and works with Raiden to stop Solidus.
2014 *MGS4*	After being informed of Liquid Ocelot's planned insurrection, takes on his final mission—this time as Old Snake, a monster inspired by his accelerated aging.

SOLID SNAKE

A clone of Big Boss, created from his somatic cells through Les Enfants Terribles. Possesses an IQ of 180 and fluent in six languages. Blessed with superior physical and mental abilities, impressive intuition, and a greater than average love for cardboard boxes.

METAL GEAR ARCHIVE

During World War II, she forms the Cobra Unit and leads the Allies to victory. Two decades later, she defects to the Soviet Union as part of a top-secret assignment. Big Boss was her apprentice.

▲Battles Naked Snake during Operation Snake Eater, in the end entrusting her will to him.

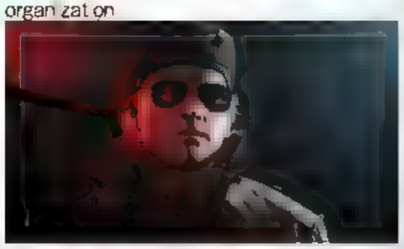
Sometimes enemy, sometimes friend, his affiliation changes throughout the series, though he is without a doubt one of its key figures, never too far from either of the snakes.

▲Naked Snake has an enormous influence on him. For example, he's the reason he switches to revolvers.

In *MGS*, he's the scientist who created Metal Gear REX. Ever since he was rescued by Solid Snake, he's supported him by offering his wealth of knowledge and expertise both in-person and over the Codec.

▲In *MGS2*, he reunites with his beloved younger stepsister, Emma, but their time together is tragically cut short.

Born to an American officer and a Japanese woman, he was once a member of Japan's Self-Defense Forces. After losing an encounter to Big Boss while training rebels in Colombia, Big Boss recruits him to his organization.

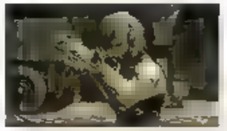


▲Despite knowing what Gálvez and Paz were really up to, he uses the situation to expand their forces.

Snake's former superior and a trusted friend. Though normally calm and collected, he has a soft side when it comes to his daughter, Meryl.

◀The "Colonel" in *MGS2* bears a strong physical resemblance to Campbell, but is in fact an AI impostor.

MGS2's other protagonist, Raiden is aided by Solid Snake throughout the game. Snake's humanity ends up having a big impact on him.

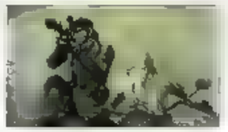


◀"It's my turn to protect you"—in *MGS4*, Raiden risks his life to return the favor.

Commander of special forces unit FOX and Naked Snake's superior. Also the leading figure in the Patriots, an organization that plays a crucial role in the saga.

◀Supports Snake during the Virtuous Mission and Operation Snake Eater.

A female spy who guides Naked Snake. In *MGS4*, she also assists Solid Snake as Big Mama.



◀Makes contact with Naked Snake in Operation Snake Eater, supporting his activities during that mission.

A clone of Big Boss created through Les Enfants Terribles. Plans to launch a nuclear strike in *MGS*, but Solid Snake stops him.

◀Leads FOXHOUND in an armed revolt on Shadow Moses, taking control of its nuclear weapons disposal facility.

A perfect clone of Big Boss created through Les Enfants Terribles. Leads former counter-terrorism training unit Dead Cell in an act of terror on the Big Shell.

◀Attempts to identify the Patriots and free America from their hidden hand.

*The name "Otacon" is derived from "OTAKON," an American event that introduces Asian pop culture.

THE WORLD OF

TACTICAL ESPIONAGE ACTION

METAL GEAR SOLID 3

SNAKE EATER

[World & Story]

Big Boss and Metal Gear, and the story of how it all began

After the end of World War II, the world was
split into two—East and West.
This marked the beginning of the era called the Cold War.
1964. It's been two years since the Cuban Missile Crisis,
which threatened to engulf the world in nuclear fire.
One man must take on a mission to prevent a weapon from hell from
being completed, the fate of mankind hanging in the balance.
The *Metal Gear* series begins with the birth of Big Boss,
which we will examine here.

MGS3 Story Overview

An origin story told in two parts

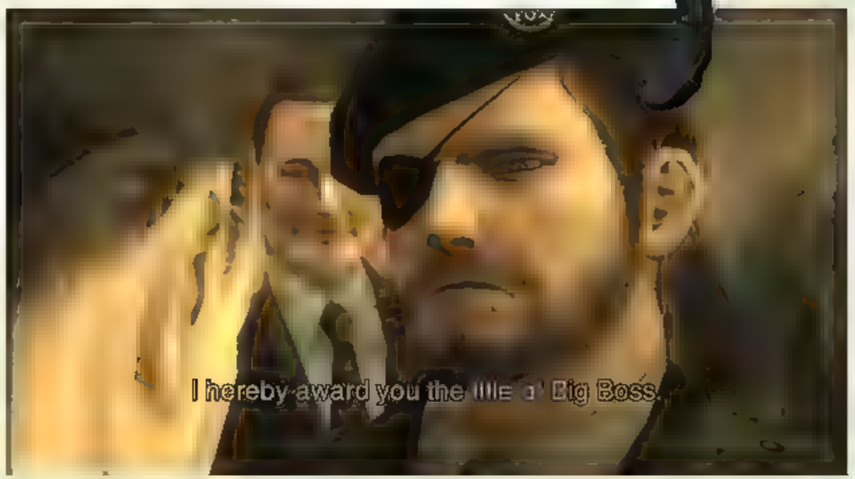
MGS3 is divided into two missions: the Virtuous Mission, which serves as the game's prologue, and Operation Snake Eater, the main part of the game.

Set during the earliest point in the series

The previous title, *MGS2*, took place in 2009. *MGS3* goes back in time almost half a century to 1964, to illustrate how the saga began. Big Boss, Ocelot, the Patriots, *Metal Gear*—all adversaries to Solid Snake throughout the series... *MGS3*'s narrative reveals how they all began.

Big Boss's past comes to life

MGS3's protagonist is Naked Snake, whom history would later know as Big Boss. Hailed as the greatest soldier of the 20th century, he was Solid Snake's enemy in previous installments. *MGS3* depicts how he came to receive his legendary title.



A world reflecting the times

This was the first entry in the series that took place in a time earlier than when it was developed, and incorporated various real-world events into its narrative.

The Cold War & the Cuban Missile Crisis

After World War II, the world entered a new period called the Cold War. On one side stood capitalist governments led by the United States, and on the other, communist governments led by the Soviet Union. It was during this time, in 1962, that the Cuban Missile Crisis broke out, sending the U.S. and the U.S.S.R. into a hair-trigger alert over the deployment of nuclear missiles.

The nuclear arms race heats up

Nuclear weapons soon became a means of deterrent against aggression from other countries. This arms race intensified as the Cold War grew ever more serious. As in real life, in the world of Metal Gear numerous nuclear tests were conducted at Bikini Atoll, and protagonist Naked Snake was exposed to fallout during one of them.

A solo infiltration mission in a natural environment

Most of *MGS3*'s areas are woodland environments. Maps are more open, and player freedom is greatly increased compared to previous titles. Series elements such as stealth and on-site procurement have been reworked to fit with the game's new locales—for instance, the camouflage system has the player alter their appearance to blend in with nature and become harder to detect, and survival gameplay demands the hunting and gathering of food for subsistence. Of course, indoor environments can be found as well, in which the player can enjoy the stealth gameplay they have come to know and love from previous installments.

MGS3 Story: The Virtuous Mission

Note: The following six pages describe *MGS3*'s story. Due to its spoiler-heavy nature, any first-time players are advised to avoid this section until completing the game.

The inaugural mission of the CIA's special forces unit FOX, the Virtuous Mission

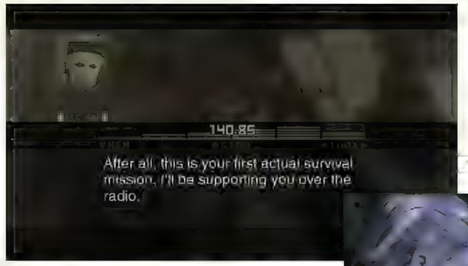
MGS3's story is divided into two parts, the first being the Virtuous Mission, a CIA operation to extract a scientist called Sokolov. Snake, the mission's operative, infiltrates Soviet territory alone.

The world's first HALO jump

▲Snake performs a HALO jump, dropping from high altitude to help avoid enemy radar, landing in the Soviet Union.

Another link with real history

Sokolov, a scientist who defected to the West, was returned to the Soviet Union as the condition for the withdrawal of missiles from Cuba.



The Boss, Snake's mentor and a legendary soldier, provides mission support

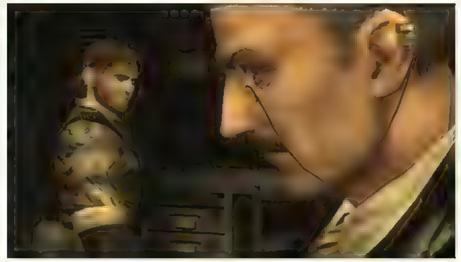
◀During the Virtuous Mission, The Boss offers combat advice via radio.

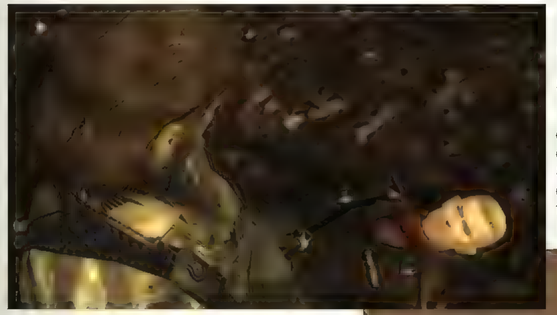
Close Quarters Combat (CQC), developed by The Boss and Snake

▶This master/disciple duo worked together to create CQC. It allows one to neutralize an enemy through various means, making it extremely useful for battles in the jungle, where coming upon weapons and ammo can prove difficult.

Making contact with Sokolov

Snake slips through the Soviet soldiers' tight security net, eventually making it to the room where Sokolov is being held. As soon as he learns Snake is working for Major Zero, Sokolov is relieved, and begins talking about Colonel Volgin, the man who is after him.





Ocelot and his Ocelot Unit surprise Snake

◀As Snake and Sokolov make their way out of the abandoned factory, the GRU's elite Ocelot Unit ambushes them. But Snake neutralizes both the unit and its commander, Ocelot, and escapes the factory.

The Shagohod, the weapon from hell Sokolov developed

▶Having fought off the Ocelot Unit, Snake and Sokolov witness the transport of the Shagohod, a nuclear-capable tank that can launch intermediate-range ballistic missiles (IRBMs). Sokolov says that if it is completed, the age of fear will truly begin.

The Boss's betrayal

Out of nowhere, The Boss confronts Snake, and she and her Cobra Unit take Sokolov away.

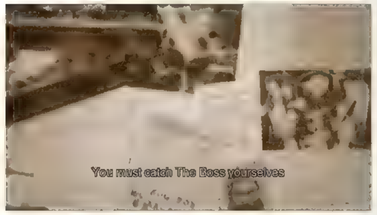
▲The Boss announces she is defecting to the Soviet Union, adding that Sokolov is a gift for her new hosts. She then uses CQC to throw Snake from the rope bridge.

▶Volgin fires a recoilless nuclear warhead at the Sokolov Design Bureau, enveloping the area in the blinding light of a nuclear explosion.

MGS3 Story: Operation Snake Eater

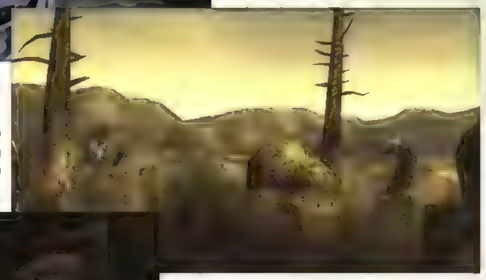
Operation Snake Eater, and Snake's three objectives

The Virtuous Mission ends in failure due to The Boss's betrayal. Just one week later, Snake returns to the same Soviet territory, tasked with rescuing Sokolov, ascertaining the progress of development on the Shagohod and destroying it, and eliminating The Boss. With the help of a collaborator, he continues his solo infiltration, which has a number of surprises in store...



Making contact with EVA, a KGB collaborator

◀Snake links up with EVA, a KGB collaborator who says she has come in place of ADAM, Snake's intended contact. She provides Snake with information on Sokolov's whereabouts.



Battle with Ocelot

▶The Ocelot Unit ambushes Snake on the way to the lab. During a battle with Ocelot himself, the Cobra Unit's The Pain interferes, forcing Snake to jump into a crevice.

Granin's bipedal tank for a new age

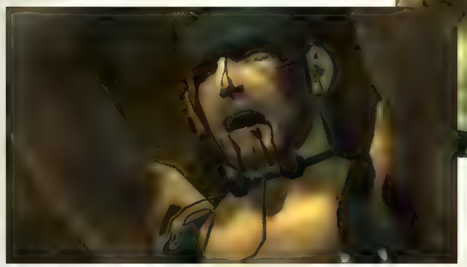
◀After a battle to the death with The Pain, Snake reaches the lab, only to find Sokolov isn't there. In his place is Granin, a man once involved with weapons research. Dead drunk, he tells Snake all about the bipedal tank he personally designed.

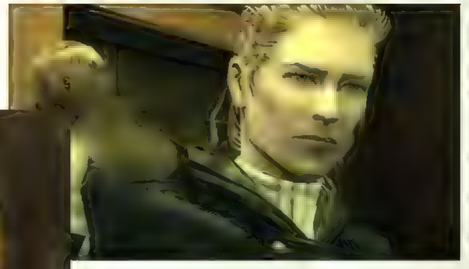
Snake infiltrates Groznyj Grad to extract Sokolov

With EVA's help, Snake slips inside the massive fortress of Groznyj Grad. Though he manages to make contact with Sokolov, Snake is captured by Volgin after he sees through his disguise.

The Boss hesitates

▶Snake regains consciousness in a torture chamber. Under Volgin's order, The Boss moves to cut out Snake's eyes...



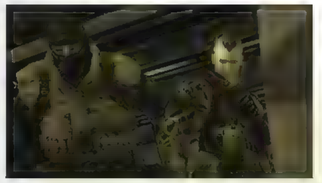


Snake's right eye catches a bullet

◀EVA steps in, rescuing Snake, but in the process of protecting her from Ocelot, his eye is struck by a bullet.

Showdowns with the Cobras

Along the way to Sokolov, Snake must face off against the members of the Cobra Unit.



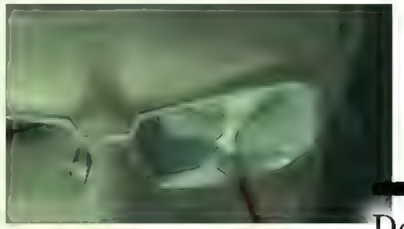
▲Each Cobra harbors a certain emotion based on experiences from past battles and adopts it as their code name.

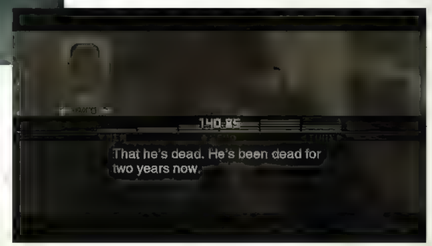
Breaking out of the cell, and confronting The Sorrow

Snake wakes up in a cell. He is able to escape, but the Ocelot Unit chases him through the sewers. Snake comes to a dead-end at a sheer drop.

A fight against The Sorrow in a mysterious space

◀▼After leaping into the river below, Snake is swept under, and before him appears the Cobra known as The Sorrow. Snake uses the revival pill implanted in one of his molars to escape death. After the encounter, Snake learns that The Sorrow died two years ago.



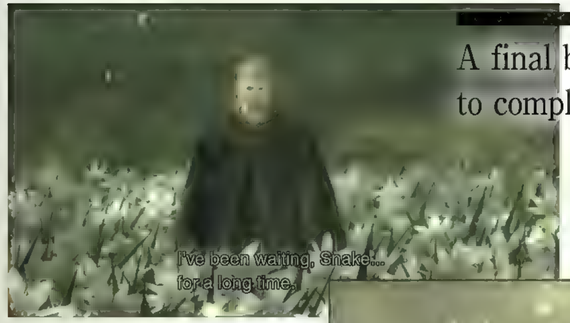


Destroying the Shagohod, and Volgin's relentless pursuit

Having obtained C3 explosive, Snake infiltrates the Shagohod's hangar and blows it up, but not before Volgin is able to activate the weapon. Snake hops on EVA's bike and opens fire at the pursuing Volgin.

The Philosophers & the Philosophers' Legacy

The Philosophers were a secret group of the wealthy and powerful from the United States, the Republic of China, and the Soviet Union, formed in the early 20th century. The Philosophers' Legacy was a massive fund they put together, which wrongfully fell into Volgin's hands.



A final battle with The Boss to complete his mission

After destroying the Shagohod, Snake's only remaining objective is to eliminate The Boss. He heads to the lake with EVA to where she is waiting.

The truth from The Boss's mouth, and white flowers turned to crimson

▶The Boss tells Snake about her connection to the Philosophers and her goal. They then enter into a final battle among a field of flowers next to the lake. Defeated, The Boss entrusts her beloved gun, the Patriot, to Snake, which he uses to end her life.

EVA's real identity, and "a true patriot"

◀The battle over, Snake and EVA spend a passionate night together. The next morning, she is gone, along with the microfilm, leaving a tape behind. Snake plays it, learning that EVA was a spy for China, as well as the fact that The Boss was actually "a true patriot."

Surpassing The Boss as Big Boss

▶Snake receives the title of "Big Boss" from the president, signifying that he has surpassed even The Boss. However, having learned the truth, Snake looks anything but happy.

Ocelot's motives are revealed in two final calls

◀After the end credits, Ocelot contacts the chairman of the KGB, followed by the director of the CIA. In fact, Ocelot is a triple agent, working for the GRU, the KGB, and the CIA. He ensured China (through EVA) ended up with a dummy microfilm, with the real one back in America's hands.

CHARACTER FILE 01

NAKED SNAKE

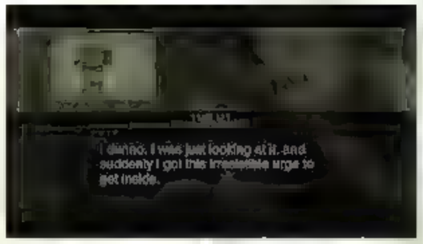
The Boss's final apprentice, and the greatest soldier of the 20th century

Agent for the CIA's special forces unit FOX. Code-named Naked Snake, his real name is John, though Zero and The Boss call him Jack. The final apprentice of The Boss, who fought in World War II, he learned everything from her—combat, demolition, intelligence gathering, and much more—even developing close quarters combat (CQC) with her. After Operation Snake Eater, he is given the title "Big Boss" in recognition of his efforts.

"You don't have what it takes to kill me."

SNAKE ANALYSIS

Has a mischievous side



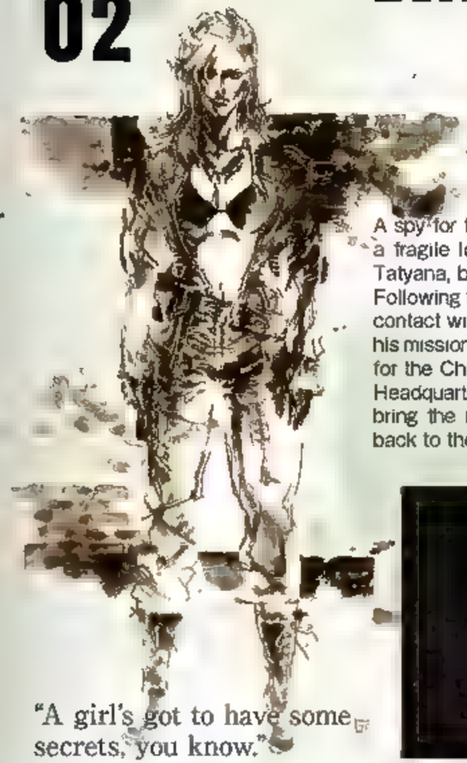
▲Though normally cool and collected, he displays a unique sense of humor, including his various jokes over the radio, the way he will gush about a cardboard box, and his fear of discussing vampire films, worried that they will give him nightmares.

Particular when it comes to guns and shooting

▲The first time he meets EVA, Snake demonstrates an uncommon obsession for guns and how to handle them. He also gives Ocelot some advice after observing his arm movement, telling him that's "more of a revolver technique."

CHARACTER FILE 02

EVA



Supports Snake's mission as a KGB collaborator

A spy for the KGB. During the Virtuous Mission, she is a fragile looking woman who got close to Sokolov as Tatyana, but ends up being taken away along with him. Following this, during Operation Snake Eater, she makes contact with Snake as a KGB collaborator, aiding him in his mission. In fact, however, she is a spy (a double agent) for the Chinese People's Liberation Army General Staff Headquarters - Second Division, and her objective is to bring the microfilm detailing the Philosophers' Legacy back to the Philosophers in China.

"A girl's got to have some secrets, you know."

EVA ANALYSIS

▷An agent who knows how to handle a gun

▲EVA's weapon of choice is a Chinese made imitation of the Type 17 Mauser, capable of full auto fire. She is proficient at a shooting technique that involves holding the gun sideways and using the recoil to perform a sweeping motion, which she demonstrates when eliminating enemy soldiers the first time she meets Snake.

▷Also a skilled rider

▲EVA appears on her motorcycle at various points in the game. From knocking Ocelot down with a somersault, to dodging the Shagohod's attacks, her ability behind the wheel is first class

CHARACTER FILE 03

ZERO

Involved with the creation of special forces unit FOX, he also serves as mission commander

Born in England, Zero's real name is David Oh. The commander of special forces unit FOX, his rank is major, and he served with The Boss in the U.K.'s Special Air Service (SAS). Zero is the one in charge of both the Virtuous Mission and Operation Snake Eater, and following the completion of the latter, he, Big Boss, Para-Medic, Sigint, and others form a new organization to carry on the will of The Boss, who was a true patriot.

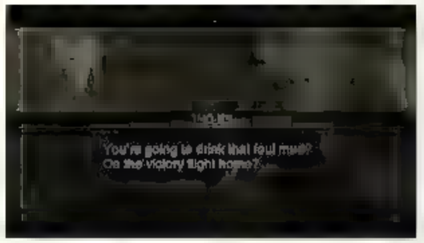
"This is one for the history books: the world's first HALO jump."

// ZERO ANALYSIS //

Established an intelligence unit using past experiences

▲A man with a playful personality. Though born in England, he currently works for the CIA. Zero put his experience in the SAS to use when establishing special forces unit FOX, an outfit with intelligence-gathering capabilities.

▷Acts as a guide for Snake via radio

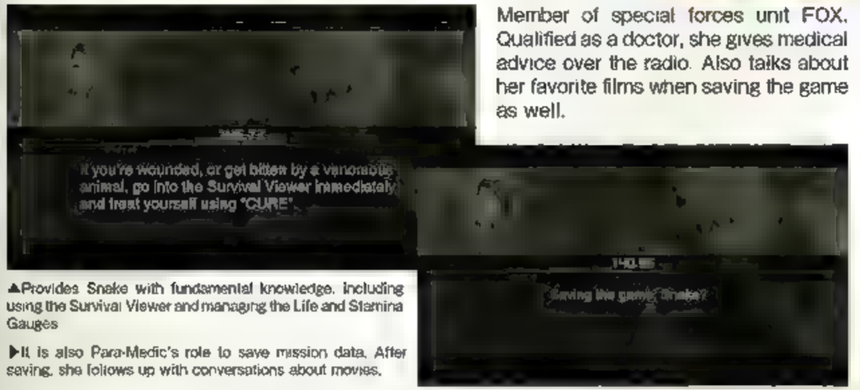


▲Zero issues Snake orders via radio during the game's two missions. Like a true Englishman, his love for tea is greater than any other. On the other hand, he detests coffee, even saying to Snake, "You're going to drink that foul mud?"

CHARACTER FILE 04

PARA-MEDIC

Monitors Snake's physical condition and records his mission data


If you're wounded, or get bitten by a venomous animal, go into the Survival Viewer immediately and treat yourself using "CURE".
Saving the game, Snake?

Member of special forces unit FOX. Qualified as a doctor, she gives medical advice over the radio. Also talks about her favorite films when saving the game as well.

▲Provides Snake with fundamental knowledge, including using the Survival Viewer and managing the Life and Stamina Gauges

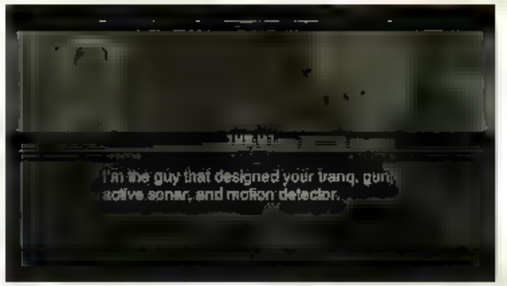
▶It is also Para-Medic's role to save mission data. After saving, she follows up with conversations about movies.

CHARACTER FILE 05

SIGINT

Gifted engineer who provides weapons and equipment support

Member of special forces unit FOX. An engineer well versed in various military and other technologies. Sigint isn't his real name; rather, it is a code name that comes from "signals intelligence," or intelligence-gathering performed by intercepting signals.



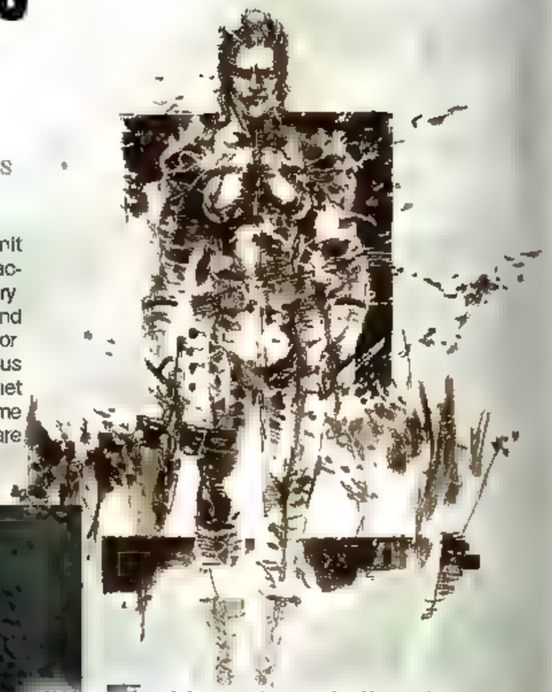
▲Sigint even developed some of Snake's weapons and equipment himself. He discusses their capabilities and ins and outs over the radio

CHARACTER FILE 06

THE BOSS

Hero who led the Allied powers to victory in WWII

A legendary hero who formed the Cobra Unit during World War II, her unit's numerous accomplishments led the Allied powers to victory. After the war, the Cobras were disbanded and she spent 10 years with Snake as his mentor. Though she supports him during the Virtuous Mission, in the end she defects to the Soviet Union with two miniature nuclear shells. Come Operation Snake Eater, she and Snake are enemies.



"The only thing we can believe in with absolute certainty... ...is the mission, Jack."

// THE BOSS ANALYSIS //

Legendary soldier feared on the battlefield

▲Her combat abilities and feats are known throughout the world. In the West, she is called "Mother of the Special Forces," while in the East she is known as "Voyevoda" ("Warlord"). She was also in the SAS with Zero, FOX's commander.

The Boss's legendary unit returns

▲The Cobra Unit, so pivotal to the Allies' triumph in WWII, has been reunited. Its members confronting Snake at various points during his mission. Incidentally, The Boss's code name in the Cobras was The Joy—unsurpassed bliss.

CHARACTER FILE 07

THE SORROW

Former member of the Cobras possessing the powers of a medium

A soldier born in the Soviet Union, and member of the Cobras. He and The Boss had a child together, but it was taken away from them by the Philosophers right after birth. His code name represents "unfathomable grief." A proficient medium, in addition to obtaining information from the dead by conversing with them, he can also utilize abilities they had before they passed.

"Now you will know the sorrow of those whose lives you have ended."

TRIVIA

The ghosts of dead soldiers appear

During the battle with The Sorrow, any soldiers Snake has killed up to this point in the game will show up as a ghost, their appearances even changing according to the circumstances in which they died.

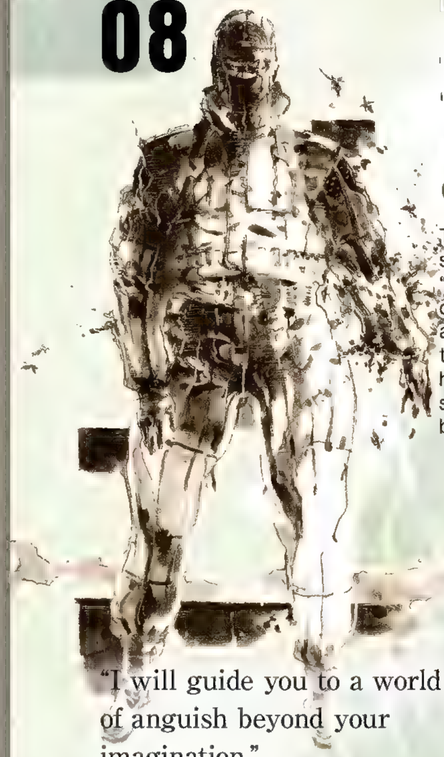
// THE SORROW ANALYSIS //

The Sorrow in spirit form

▲The Sorrow died two years before the events of the game, killed by The Boss according to the Philosophers' designs. He subsequently appears before Snake, The Boss's apprentice, as a spirit on several occasions.

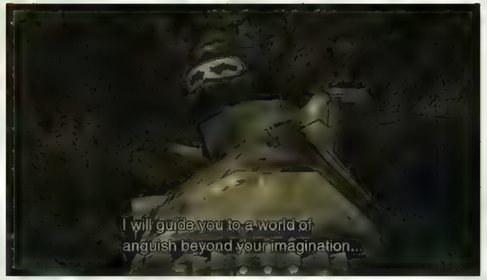
CHARACTER FILE 08

THE PAIN



Giant of a man who can control hornets at will

The first of the Cobras that Snake fights. A man of considerable size, The Pain's code name represents "unbearable torment." Possessing the unique ability to command swarms of hornets, he uses them in his battle against Snake, forming them into a shield or getting them to carry grenades, for example. The Pain even raises highly venomous special hornets called "bullet bees" inside his body, releasing them from his mouth during battle.



"I will guide you to a world of anguish beyond your imagination."

// THE PAIN ANALYSIS //

The real face hidden behind the mask

▲Normally The Pain wears a black balaclava, which conceals a face covered with welts. However, his face can be seen during the battle cutscene.

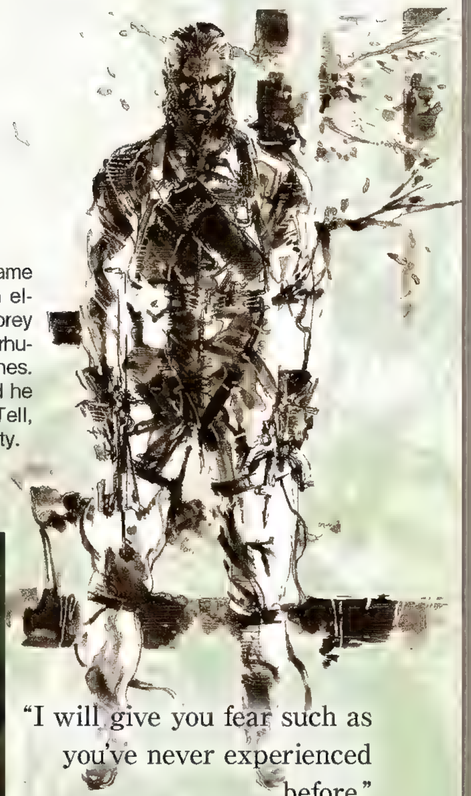
TRIVIA

A painful end

After his defeat at the hands of Snake, The Pain and his hornet swarm are killed by the microbomb he carried on him.

CHARACTER FILE 09

THE FEAR



Master of traps and ambushes

Another member of the Cobra Unit, The Fear's code name represents "absolute terror." Double-jointed in both elbows, he takes advantage of this to dart around his prey and toy with it. When attacking, he utilizes his superhuman physical ability to sneak around or perform ambushes. The Fear also likes to plant all manner of traps, and he carries two crossbows: the more powerful William Tell, and the smaller Little Joe, with its rapid-fire capability.

"I will give you fear such as you've never experienced before."

// THE FEAR ANALYSIS //

His special camo isn't perfect

▲The Fear wears special camo fatigues that render him virtually invisible to the naked eye. However, they do not hide his body heat, meaning thermal goggles will still give away his position.

TRIVIA

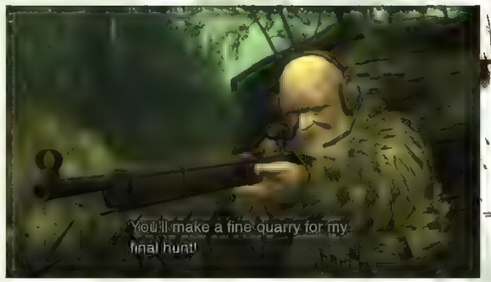
Bolts coated in the venom of the world's deadliest spider

The Fear's poison bolts are also a threat—they are coated in the venom of the Brazilian wandering spider.

CHARACTER FILE 10 THE END

Expert sniper with a photosynthetic body

Member of the Cobras, The End's code name represents "true oblivion." A legendary sharpshooter known as the father of modern sniping, he takes up his stand on the battlefield even though he is over 100 years old. The End possesses a photosynthetic body, which allows him to go days without eating or drinking. During battle, it also gives him the body of a man half his age.



"I am here to send you to your ultimate fate!"

THE END ANALYSIS

Nimble in battle despite his years

▲The End sometimes appears in a wheelchair in the game, though once the fighting starts, he is astonishingly quick. Move around often enough and get the drop on him, and he will drop a stun grenade and take off in the blink of an eye.

TRIVIA

Could you really?

The parrot that perches on The End's shoulder is his little buddy. Killing him will send The End into a rage.

CHARACTER FILE 11 THE FURY

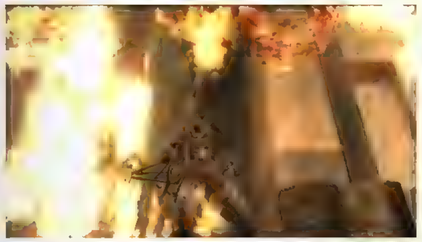
Flaming warrior who attacks from the air

Cobra Unit member whose code name represents "infinite rage." After the end of WWII, he took part in a top-secret flight to outer space, but an accident occurred upon re-entry, causing severe burns to his entire body which have prevented him from feeling pain ever since. The Fury wears a fireproof Soviet cosmonaut suit, and flies through the air using rocket boosters. His weapon of choice is a powerful flamethrower that uses liquid rocket fuel and can quickly turn a battleground into an inferno.

"The flames of my rage will incinerate you!"

THE FURY ANALYSIS

A flamethrower with incredible firepower



▲Ordinary flamethrowers use a blend of napalm and gasoline, but The Fury's flamethrower utilizes a type of liquid rocket fuel that is a mixture of unsymmetrical dimethylhydrazine and nitrogen tetroxide, an extremely powerful combination.

TRIVIA

Fire-resistant camo

Like the other Cobras, perform a Stamina kill to obtain The Fury's special camo, which halves damage from fires and explosions.

CHARACTER FILE 12 VOLGIN

Burly GRU colonel who can generate electricity

GRU colonel known in the West by the code name "Thunderbolt." Real name Yevgeny Borisovitch Volgin. His body carries 10 million volts of electricity, which he unleashes in his attacks. Volgin used the Philosophers' Legacy he inherited from his father to construct the fortress of Groznyj Grad. His next ambition is the development and mass production of the Shagohod, a new type of weapon.

"He's seen my face. We can't let him live."

// VOLGIN ANALYSIS //

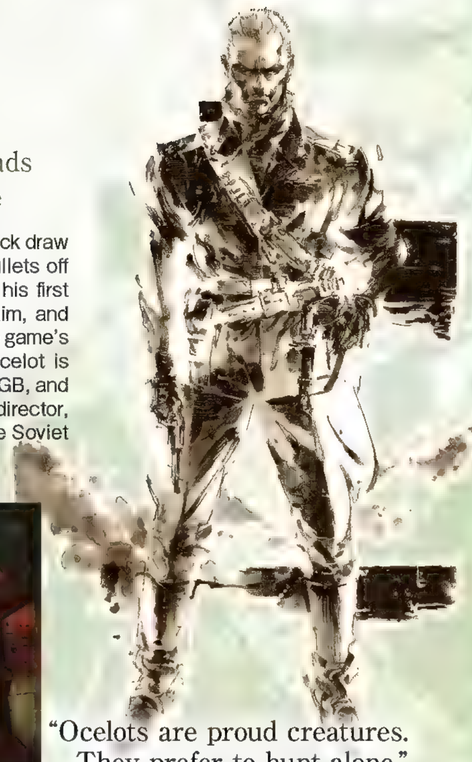
A brute who gets off on torture

▲Volgin is an exceedingly cruel individual—throughout the game he takes pleasure in tormenting others. Granin is but one example, Volgin brutalizing him despite lacking concrete proof he was a spy.

▷Has feelings for a GRU officer

▲Volgin has a romantic relationship with a GRU officer, Raikov, whom he calls "Ivan." During battle with Volgin, if Snake disguises himself as Raikov, Volgin loses his composure, creating a brief window for attack.

CHARACTER FILE 13 OCELOT



Young GRU commander who leads the Ocelot Unit against Snake

Commander of the GRU's elite Ocelot Unit. A quick draw who is so skilled with a gun he can ricochet bullets off objects to strike his targets. After his defeat in his first battle with Snake, he continues to challenge him, and ends up being heavily influenced by Snake. In the game's closing conversations, it comes to light that Ocelot is actually a triple agent, working for the CIA, the KGB, and the GRU. His objective, given to him by the CIA director, was to recover the Philosophers' Legacy from the Soviet Union.

"Ocelots are proud creatures. They prefer to hunt alone."

// OCELOT ANALYSIS //

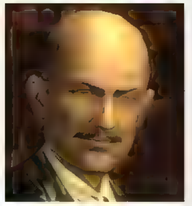
▷The origin of "You're pretty good"

▲Though Ocelot suffers defeat at the hands of Snake and his CQC in their first encounter, Snake praises his quick shooting, telling him, "You're pretty good." Ocelot himself will later use this line when speaking to Solid Snake.

▷Adamska, son of a legendary hero

▲Ocelot's real name is Adamska, and he is the son of The Boss and The Sorrow. While this isn't explicitly stated in the game, there is a radio conversation with EVA that implies he is The Boss's child.

CHARACTER FILE 14 SOKOLOV



A scientist responsible for the terrifying nuclear-capable weapon, the Shagohod

▲When the West learns the Shagohod is on the verge of completion, a plan to get Sokolov out is put together.

Once a rocket scientist, Sokolov repurposed the same technology when designing the Shagohod. Though he had hoped to defect to the West, he was returned to the Soviet Union as part of a secret agreement to end the Cuban Missile Crisis.

▶The Shagohod is a nuclear-equipped tank. Developing this weapon has led Sokolov down a strange path.

CHARACTER FILE 15 GRANIN

Sokolov's rise resulted in this weapons developer's fall

A Soviet weapons developer who was director of the Granin Design Bureau. He entered into weapons design out of fervent patriotism, but the emergence of his rival, Sokolov, effectively ended his career.

▲Granin helps Snake out of dissatisfaction over his current treatment. However, he is soon suspected of espionage and gets interrogated by Volgin.

◀He had been developing a bipedal tank that bears a resemblance to what would become Metal Gear, but money and manpower were directed toward the Shagohod, and Granin's project was never completed.

CHARACTER FILE 16 RAIKOV

A GRU officer who is the object of Volgin's affection

A GRU major. Real name Ivan Raidenovitch Raikov. Volgin's lover and his second-in-command at the fortress of Groznyj Grad.

◀▲Interrogate Raikov using CQC to learn about Volgin's weaknesses. His appearance is the spitting image of MGS2's Raiden.

CHARACTER FILE 17 JOHNNY

Grandfather of recurring character Johnny Sasaki

GRU soldier assigned to guard duty at Groznyj Grad's prison. Lived in the United States prior to the Cold War; his wife and son are still there. Unlike other soldiers, he has a "J" sewn into his balaclava and armband.

◀Grandfather of Johnny Sasaki, who first appears in *MGS*. If you throw back the food he gives you three times, a special event occurs.

The elite Ocelot Unit

A crack unit of the best of the best among Spetsnaz. Led by Ocelot, their orders come from Volgin himself.

▲Every member wears a black uniform and a red beret.

THE EXPLANATION OF

TACTICAL ESPIONAGE ACTION

METAL GEAR SOLID 3

SNAKE EATER

[Commentary]

"Scene" as depicted in *MGS3*

Serving as the origin story for therest of the series,
MGS3 is packed with elements that foreshadow or flesh out later titles.
The following section goes into detail about the game's features,
important characters, keywords, and more.

MGS3's Defining Characteristics

A story that links real-world history with in-game history

MGS3's world and story are based on real history, full of elements such as the deepening of the Cold War and the nuclear arms race that came with it, as well as other hallmarks of1960s global affairs, including an increase in espionage activities. Two events in particular had a sizable impact on the game's story: the Soviet Union's launch of Sputnik 1, the world's first artificial satellite, in 1957, and the Cuban Missile Crisis of 1962. Indeed, the fate of rocket scientist Sokolov ties these events together.

The Cuban Missile Crisis

◀This incident involved the Soviet Union's deployment of nuclear missiles to Cuba. In the game, the Soviet Union demands the United States return Sokolov to them in exchange for their withdrawal.

The Cold War

▶A conflict between the world's two superpowers beginning shortly after the end of World War II. This led to proxy wars across the globe, as well as widespread espionage.

The evolution of the Cold War and nuclear weapons

◀The destructive power of nuclear weapons dwarfs that of conventional ones. During the Cold War, the nuclear arms race intensified, with devices becoming smaller or more powerful, their capabilities continuing to advance. *MGS3* features a new kind of weapon known as the Shagohod, one with the terrifying ability to launch a nuclear missile from any terrain.

Adding the concept of camouflage to stealth gameplay

MGS3 features a lot of natural environments and locations with no man-made cover. Enter the camouflage system, which enables Snake to disappear into his surroundings and better hide from the enemy. His Camo Index, or the degree to which he is hidden, can be increased by changing his uniform or face paint, or by lowering his stance to a crouched or prone position.

Using camo to blend into environments

◀The closer Snake's uniform and face paint are in appearance to the environment, the higher his Camo Index will be, making it harder for the enemy to spot him. Uniforms and face paints are two types of items that can be acquired in the game.

Support items that fit the times

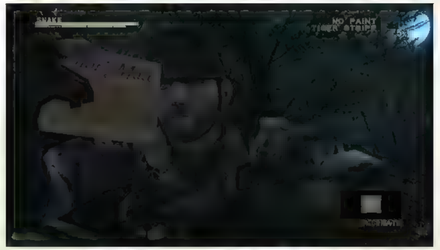
The Soliton Radar was developed in the 2000s, so naturally it doesn't appear in *MGS3*. In its place are sensors that fit with the 1960s, such as a motion detector and active sonar. Also, the enemy radios in the game, despite being state of the art for the time, are large devices, making it easier to neutralize them. In addition, not every soldier carries one.

◀▲A HALO (High Altitude Low Opening) jump, which involves dropping from a high altitude and opening one's parachute at a low altitude, is said to have been first performed in the late 60s, but the one in *MGS3* takes place before that.

Realistic survival gameplay incorporating hunger and injuries

One of *MGS3*'s themes is "jungle survival." In addition to the Life Gauge from previous entries, there is a new Stamina Gauge that gradually decreases if the player hasn't eaten in a while. If Snake's Stamina gets low, it becomes an impediment to his mission—his accuracy with firearms decreases, his life regenerates more slowly... Even his Grip Gauge when hanging from ledges is affected. To avoid this, Snake must capture plants and animals from the game's environments and consume them to recover Stamina. He can also get injured or sick, which similarly has a negative impact on his mission. These status ailments can be treated by using the appropriate item or items from the Survival Viewer.

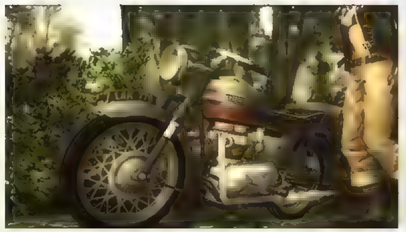
▲All food must essentially be procured on-site. Wild animals can be captured and then eaten from the Survival Viewer. To keep his Stamina above a certain level, Snake must eat at regular intervals.



▲▶The real-life Calorie Mate nutritional food appears in the game as an item that fully restores Snake's Stamina and never goes bad. Actual magazines and other items can also be found throughout *MGS3*.

Tie-ins with other companies' content

From items like camo uniforms, magazines, and food to backgrounds and even a mini-game, *MGS3* is filled with tie-ins to IP from KONAMI and other companies. While these primarily served as additional ways to entertain the player, they were also a form of in-game advertising.



First appearance of CQC (close-quarters combat) in the series

A gunfight isn't always the best option in a jungle environment or enclosed space—sometimes hand-to-hand fighting can be advantageous too. *MGS3* marked the first time that CQC (close-quarters combat) appeared in the series. With the press of a button the player can restrain an enemy. They can then throw them, choke them, knock them out, hold them up, or kill them. CQC would go on to appear in subsequent *MGS* titles.

Snake overwhelms the enemy in one smooth motion. From there he can restrain or kill them

After restraining an enemy Snake can perform a variety of other actions

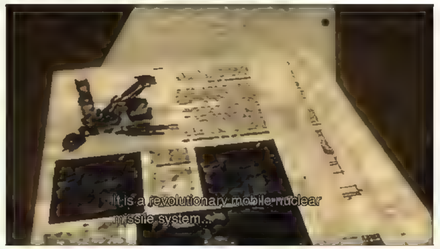
◀CQC made its series debut as a quick way to neutralize enemies with a knife and joint locks, without using a gun. After an enemy has been restrained, they can be thrown, choked, interrogated, and more. Compared to previous titles, it makes dealing with enemy threats much easier when out of ammo, for example.

The Boss talks about the true value of CQC

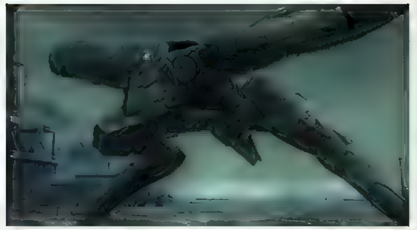
▶Over the radio, The Boss talks about how CQC came into being and its worth. The Boss and Snake created CQC together for when a gun isn't the best solution. Snake employs it, for example, to neutralize the Ocelot Unit, every member of which carries a gun.

MGS3's Events and Their Connection to the Future

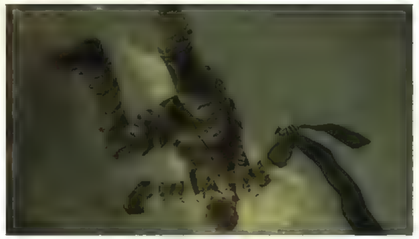
A bipedal tank



Granin had been developing a bipedal tank that was a forerunner to Metal Gear, but the military brass preferred Sokolov's Shagohod, and Granin's project was shelved. However, Ocelot got hold of Granin's plans and brought them back to the United States, resulting in the birth of the Metal Gear units that would go on to terrorize the world.



The Boss's bandana



Snake's trademark bandana actually has its roots with The Boss. During the Virtuous Mission, Naked Snake grabs The Boss's bandana from her head as she throws him from the bridge. He continues to wear it until *MGS:PW*, when he finally decides to put The Boss behind him and throws it into a lake.

Using a handshake refusal as ID

At the ceremony where Snake is awarded the title of "Big Boss," Snake ignores the CIA director when he tries to shake his hand. In *MGS:PW*, Snake recounts this incident to prove his identity. In that game, Snake, identifying himself as Big Boss, contacts the Pentagon to try to prevent nuclear war. He tells them about his refusal to shake the director's hand, something only those at the ceremony would know. Luckily, the Chairman of the Joint Chiefs is on the call and witnessed the incident, enabling Big Boss's attempt at negotiations to move a step forward.

It began with The End's photosynthetic ability

The End's photosynthetic ability came from a type of parasite that had entered his body. This parasite would later be collected from his remains and studied, revealing that it allows its host to survive solely from sunlight and water. The driving force behind this research was *MGSV:TPP*'s Code Talker, who took this organism and turned it into the parasite known as "the one that covers."

"You can't go changing the future like that!"

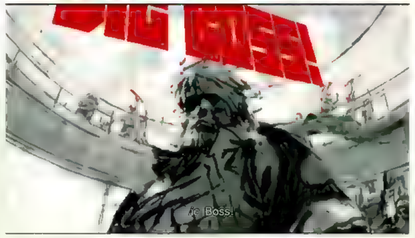
If the player doesn't continue after failing the mission, or if they kill someone like Ocelot who appears in the future, a "Time Paradox" occurs, resulting in a game over.

Commentary Series

Who was Big Boss? -03-

An icon after the death of The Boss

After The Boss's death, a new organization dedicated to carrying on her will was created. It would come to be known as the Patriots. Spearheaded by Zero, he elevated Naked Snake (Big Boss) as the organization's icon. After all, he was The Boss's final apprentice and spent many years with her. Zero proceeded to build up Big Boss's legend and used it to recruit persons of influence. But Big Boss, hating being exploited like this, left the organization. Nevertheless, his status as an icon only grew, with mercenaries around the world revering him.



▲▶In *MGS:PW*, Snake's men address him as either "Snake" or "Vic Boss," but upon deciding to move on from The Boss, he chooses to call himself "Big Boss."

CQC down the line

The Boss created CQC alongside Snake. Ocelot picked up the art as well, using it to defuse Eli (later Liquid Snake). Big Boss continued to teach CQC as FOXHOUND's commander, including to Solid Snake, but after Big Boss betrayed the unit, Snake decided he would no longer use the techniques of a traitor.

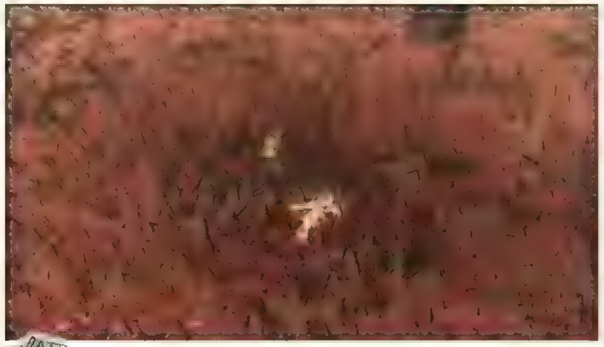
Big Boss's fate, altered by nuclear weapons

Big Boss was exposed to fallout during a hydrogen bomb test at Bikini Atoll, which left him infertile. After the events of *MGS3*, Big Boss is cloned as part of Les Enfants Terribles, and he ends up losing his life to one of those clones, Solid Snake.

A Woman Who Shaped the Times

Her life

Born to members of the Philosophers, a secret society made up of individuals from three global powers, The Boss grew up to become a soldier. Loyal to the United States throughout her career, in the end her life is taken by her apprentice, Snake.



▲At the moment of The Boss's death, the white grass lilies turn red. In floriography, grass lilies represent "innocence."

Timeline

192X The Boss is born.

193X The last founding member of the Philosophers dies.

1939 World War II breaks out.

1942 Forms the Cobras, selecting soldiers from among Allied forces.

1943 Conceives a child with The Sorrow.
Fails a mission to assassinate Manhattan Project scientist John von Neumann. Her head is struck by a bullet, and she enters a coma for three months.

1944 Participates in the landings at Normandy with the other Cobras. Gives birth to Adamska (later Ocelot) on the battlefield, but he is immediately taken away by the Philosophers.

1945 World War II comes to an end.

1947 The Cobra Unit is disbanded.

1950 Takes part in the Korean War. Jack (later Naked Snake/Big Boss) becomes her apprentice.

1951 Involved in an atomic test in the Nevada desert, becoming exposed to massive amounts of radiation.

1959 Participates in Project Mercury, the first human spaceflight program of the United States.

1961 Returns to Earth from an unofficial test space flight. An accident during reentry puts her in a coma for six months.

1962 Forced by the Philosophers to kill The Sorrow.

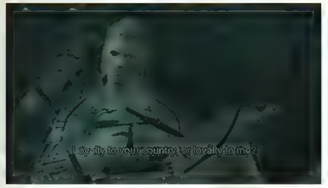
1964 The Virtuous Mission and Operation Snake Eater take place.

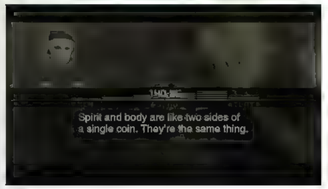
An outstanding soldier

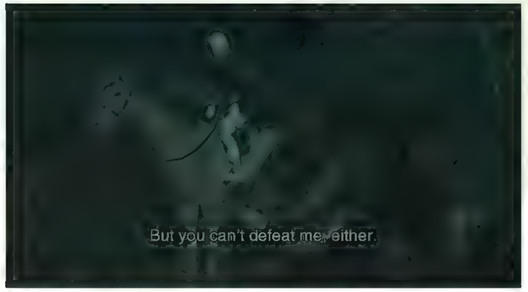
The Boss commanded the Cobra Unit during World War II, ultimately leading the Allies to victory. Highly respected, in the West she is called "Mother of the Special Forces," while in the East she is known as "Voyevoda" ("Warlord"). She also came up with CQC, as well as being accomplished in cultivating spies.

▲Her gun, the Patriot, packs quite a punch, but with that comes an incredible amount of recoil. Despite this, The Boss was able to use it with one hand.

Strength that comes from experience and an iron will



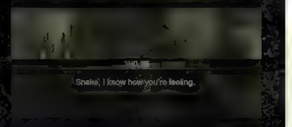




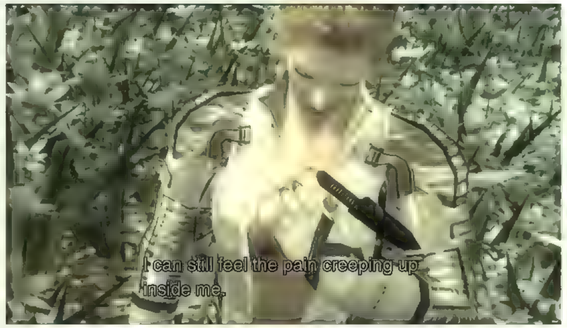
◀▲The Boss imparts her wisdom and skills, hard-earned through experience, to Snake. Her words, pregnant with meaning, can be heard during the Virtuous Mission.

Zero's feelings toward The Boss

Zero met The Boss in the SAS. When he heard she had defected to the Soviet Union, he couldn't believe it, later saying, "As a comrade, I would have placed my trust in her before my own family."



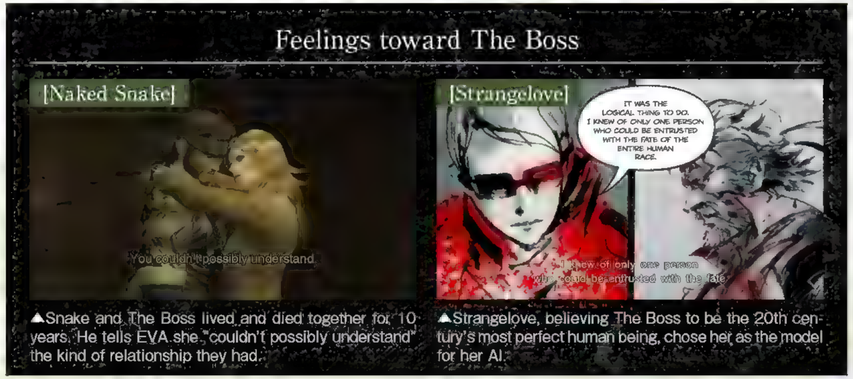
Another side of The Boss



The Boss presents herself as a stoic soldier, but there is another side to her—one that is much more human, such as the time when, on a mission while pregnant, she chose to expose her head to injury in order to protect her stomach. Before their final battle, Snake quietly listens to her talk about her past and her feelings. She voices her emotion in this moment, telling Snake, "I feel... content."

▲▶Having revealed everything, tears run down The Boss's cheeks.

Feelings toward The Boss


[Naked Snake]
You couldn't possibly understand.
[Strangelove]
IT WAS THE LOGICAL THING TO DO. I KNEW OF ONLY ONE PERSON WHO COULD BE ENTRUSTED WITH THE FATE OF THE ENTIRE HUMAN RACE.
I knew of only one person who could be entrusted with the fate

▲Snake and The Boss lived and died together for 10 years. He tells EVA she "couldn't possibly understand" the kind of relationship they had.

▲Strangelove, believing The Boss to be the 20th century's most perfect human being, chose her as the model for her AI.

The Boss believed in leaving the world as it is

When The Boss saw Earth from space during an unofficial test space flight, she realized "the Earth itself has no boundaries." She then tells Snake, "A world without communism or capitalism... that is the world I wanted to see." But the real world continually betrayed her, and ultimately, her life came to an end at the hands of her most beloved apprentice, Snake. Both Big Boss and Zero had the utmost respect for The Boss, but they interpreted her dying wish differently, and this triggered the conflict between them. It would be many years before that same apprentice understood what she really meant: "It's about doing our best to leave the world... the way it is. It's about respecting the will of others, and believing in your own."

An AI that sacrificed itself

Peace Walker, a weapon run by an AI that was a recreation of The Boss's personality, sank itself into a lake to prevent a nuclear war.

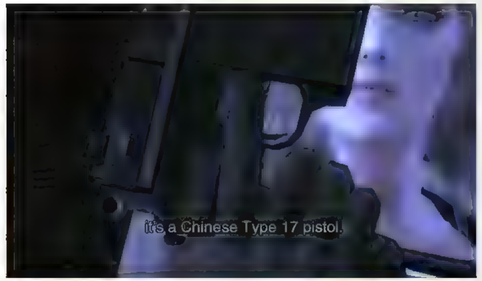
Big Boss chooses to live differently from The Boss

The Boss was loyal to her country and to herself until her dying breath. In contrast to this, Big Boss abandoned his country and chose to build a private military that belonged to no nation.

Zero, who attempted to control wills

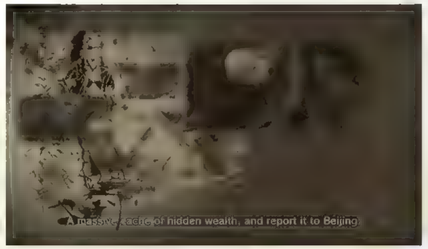
Zero attempted to bring order to the world through unifying people's wills. The AI that inherited this wish of his operated in the shadows, manipulating countries and controlling populations through information.

EVA, the Woman Who Loved Snake



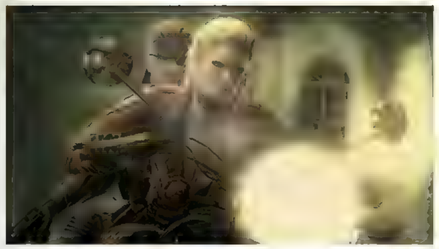
A double agent for China and the Soviet Union

EVA appears before Snake during Operation Snake Eater as a KGB collaborator. However, she wasn't the real EVA—she was an impostor. In fact, she was the child of remaining members of the Chinese branch of the Philosophers, and a spy belonging to the Chinese People's Liberation Army General Staff Headquarters - Second Division. This is why her weapon of choice was a Chinese pistol and she employed a Chinese style of side grip shooting. Her real mission was to steal the fund that was the Philosophers' Legacy and bring it back to China. However, the microfilm detailing the whereabouts of the Legacy that she brought back was a fake, and EVA was expelled from China as a result.



The Boss's messenger

When The Boss rescues EVA during Operation Snake Eater, she reveals her true objective to her. The Boss was once an instructor at a "charm school" set up by the Philosophers—the same kind of training facility that produced EVA. Keeping her promise to The Boss, EVA delivered her final debriefing to Snake, allowing him to know the truth about her.



Big Mama, the woman who gave birth to a hero

Having been expelled from China after bringing back the fake microfilm, EVA joined the organization that would become the Patriots. She later served as the surrogate mother for Les Enfants Terribles, the project that cloned Big Boss, giving birth to the twins who grew up to become Solid and Liquid Snake. EVA simply wanted to bear the children of the man she loved. After Big Boss was taken prisoner by the Patriots, she became Big Mama, leader of the Paradise Lost Army, an anti-Patriots resistance group based in Eastern Europe, her goal being to free Big Boss.

A juicy secret buried in her medical records

EVA is injured in a motorcycle accident at one point during Operation Snake Eater. In this segment of the game, her profile can be accessed in the Survival Viewer. Careful inspection of her medical records reveals she has had breast augmentation.

Big Boss's Comrades Change

Ocelot grows through his battles with Snake

Ocelot is young and capable, but also lacks experience, and he tastes defeat for the first time at the hands of Snake. His tenacity about beating Snake soon turns into admiration, then respect, changing him in a big way. He even switches to revolvers because of Snake's advice.

◀▲Ocelot himself will later use "You're pretty good," the phrase Snake directed at him.

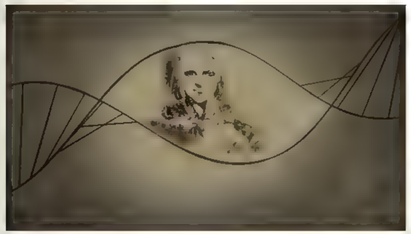
Ocelot remained loyal to Big Boss to the end

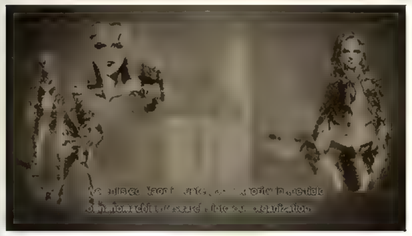
Ocelot was a spy for several organizations, but after meeting Big Boss, he fought for him instead. Even his later use of drugs and auto-suggestion on himself to make it appear as though Liquid had taken over his mind, was done to free Big Boss.

◀▲Ocelot speaks to Venom Snake like an equal, but with Big Boss he uses honorific language.

Zero breaks away

Zero and Big Boss ended up walking different paths. Zero got close to Big Boss, hoping to make use of his forces, but this only deepened the rift between them. Nevertheless, Zero also looked out for Big Boss, making sure he was hidden away at a safe hospital after he was seriously wounded. After the Patriots dissolved with the passage of time, the two finally came face to face once more. Ultimately, Big Boss switched off Zero's life-support equipment, ending the life of his former commander.



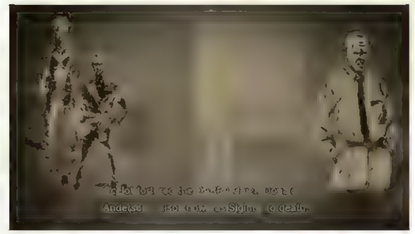


Sigint becomes the DARPA Chief

Sigint's real name was Donald Anderson, the DARPA Chief who Ocelot killed while torturing him, making it look like an accident. In 1965, Anderson transferred to ARPA (later DARPA), the Pentagon's R&D division, helping to launch ARPANET, the world's first packet-switched network. He was also deeply involved with the later Patriots, helping to shift control of Cipher from Zero to an AI.

Para-Medic, later Dr. Clark

Para-Medic became a central figure in the Patriots' predecessor organization, and the driving force behind the Les Enfants Terribles project. She would later use Gray Fox as a test subject for researching soldier genes and gene therapy; he subsequently killed her after he was turned into the Cyborg Ninja.



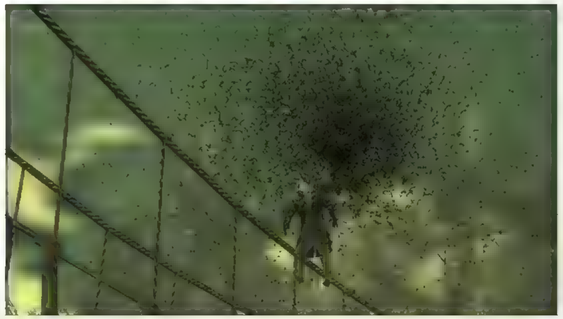
Sokolov and Weapons Development

A brilliant scientist who contributed to the success of human spaceflight

Sokolov was originally involved with space rocket development, helping to make the Soviet Union's, and mankind's, first human spaceflight a success. After leaving rocket development, he moved into weapons development under the watchful eye of the KGB but, fearing the power of his own creations, he defected to the West by way of the Berlin Wall. Then came the Cuban Missile Crisis of 1962, and in exchange for their withdrawal from Cuba, the Soviets demanded Sokolov be returned to them. The United States agreed, and Sokolov was once again forced to build a new type of weapon back in the Soviet Union.

The Virtuous Mission's objective was Sokolov

◀Having gotten wind of the fact that Sokolov's new weapon is close to completion, the United States puts together an operation to get him out. This is the Virtuous Mission, *MGS3*'s prologue. Zero's special forces unit FOX executes the mission, with Snake infiltrating Soviet territory alone.



Colonel Volgin and the GRU take Sokolov away

▶Snake slips through the KGB's security net on his approach to Sokolov, successfully extracting him from the building where he is being held. However, due to The Boss's betrayal, the Mission ends in failure, and Sokolov is taken away by Colonel Volgin of the Soviet GRU.

The Shagohod, a nuclear-capable tank

The Shagohod was a weapon with the terrifying capability to launch an IRBM (intermediate-range ballistic missile) making it possible to strike anywhere in the United States from the Soviet Union. The name "Shagohod" means "The Treading Behemoth" and its propulsion came from the revolving drills mounted to its arms. Volgin planned to mass produce the Shagohod, but the prototype was destroyed by Snake.

The Shagohod

Granin, a rival weapons developer

Granin was once the Soviet Union's leading weapons developer. He had been researching a bipedal nuclear-armed tank, but Sokolov's rise to prominence saw Volgin divert money from his project, and development came to a halt. Though Granin would never complete his design himself, the concept would later threaten the world in the form of Metal Gear.

Who are the Philosophers and the Patriots? Secret Rulers of the World

The Philosophers, an organization made up of influential figures from global powers

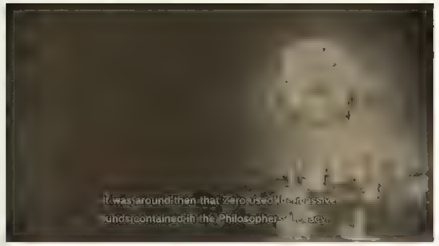
The Philosophers were born out of a secret society known as the Wisemen's Committee, formed in the early 20th century by rich and powerful minds from the United States, post-revolution Russia, and the Republic of China. During the Second World War, the Philosophers worked together, pooling their enormous resources. However, after the death of the last founding member, the organization became a mere shell; the remaining members began to behave recklessly, acting only out of self-interest with no regard for right and wrong. The Boss's father was a member of the Wisemen's Committee; he was killed by the organization after revealing the truth to her.

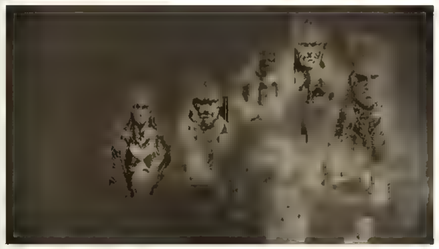
The microfilm detailing the Legacy's whereabouts falls into the hands of the CIA

▶The Boss gives Snake the microfilm that serves as a ledger of the Philosophers' Legacy. It subsequently ends up in the CIA's possession, and later breeds further conflict.

The Philosophers Legacy, a fund that also appears later on in the series

The Philosophers' Legacy was a vast fortune put together by the Philosophers to secure victory for the Allied powers in World War II. Volgin's father was in charge of money laundering for the Legacy, and after the war, he ensured the Soviet Union held it all.





Big Boss, Zero, and others form a new organization

The Soviet Union once controlled all of the Philosophers' Legacy, but it ended up in the United States' hands after Operation Snake Eater and other means. This money was used to build a new organization (later Cipher) led by Zero. Its other members were Big Boss, Para-Medic, Sigint, Ocelot, and EVA. The organization was established in order to realize The Boss's ideal of making the world one, but little by little Zero became consumed by a thirst for power, and used as the group's icon, Big Boss's opposition to Zero grew ever stronger.

A clash over The Boss's will, and the birth of the Patriots

The last straw as far as the antagonism between Zero and Big Boss was Les Enfants Terribles, Zero's project to clone Big Boss. As a result of this, Big Boss left the organization and built his own private army. Skull Face, Zero's second-in-command, was also disaffected due to his differing interpretation of The Boss's will, and ended up infecting Zero with a parasite. Before it left him in a vegetative state, Zero transferred his will to an AI control system known as the Patriots—the same Patriots that would later plunge the world into chaos.

[Three men's opposition over The Boss's will]

Zero
Disagree about Les Enfants Terribles
Breaks away and builds a private army.
Protects Big Boss after he falls into a coma.
Big Boss
Infects Zero with a parasite, crippling him
Destroys Mother Base in a surprise attack.
Big Boss is injured and slips into a coma.
Skull Face
Clash over differing interpretations of The Boss's will

METAL GEAR ARCHIVE

Related Works Guide

Metal Gear Solid 3: Subsistence

■Released in 2005

Subsistence offered a range of changes and additions. One of these was the 3D camera—which allows players to move the camera using the controller—something that became a standard feature of subsequent entries. Other additions include new uniforms and face paints, and the European Extreme difficulty, which results in an instant game over if spotted. There is also a Demo Theater, allowing the player to view all cutscenes after completing the game; *Metal Gear Online*, the series's first online competitive mode; and Boss Duel mode, which lets the player fight all the bosses in the game.

MGO is born

Metal Gear Online took *Metal Gear*'s signature gameplay online, allowing players to team up or go head-to-head. This was its first installment; both *MGS4* and *MGSV* would include modes that were evolved versions of the same formula.

Metal Gear Solid HD Collection

■Released in 2011

The *Metal Gear Solid: HD Collection* offered graphically enhanced widescreen versions of *MGS2*, *MGS3*, and *MGS:PW* in a single package.

▲This collection featured the majority of the content added to the *MGS2* and *MGS3* complete editions.

▶Demanding scenes could now been enjoyed at a stable frame rate, and the graphics were much crisper.

Metal Gear Solid: Snake Eater 3D

■Released in 2012

This remake took the same beloved story and combined it with 3D visuals and touch features. The game's graphics were also enhanced, offering a more vivid experience, and fresh elements were added, including crouch walking, over-the-shoulder aiming, and a targeting reticule.

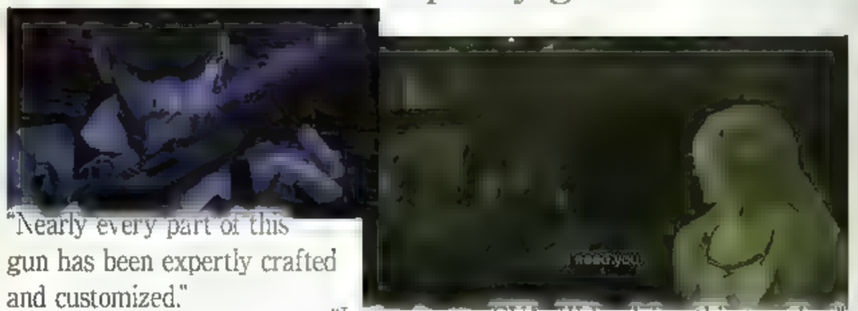
MGS3 Character Quotes and Profiles

MGS3 serves as the origin story for the entire series. Its narrative is replete with wills that carry on into the future, and the suffering of characters who are at the mercy of the times. In this section, we'll highlight iconic dialogue and scenes from *MGS3* for each character

SNAKE

Snake is a hard-boiled individual, a man who carries on with his mission regardless of what turns it may take. That being said, even he has a playful side

"But that was some fancy shooting. You're pretty good."



"Nearly every part of this gun has been expertly crafted and customized."

"Listen to me, EVA. We're doing this together."

▲Snake worries about EVA after she gets injured. The reason? "I can't fly the WIG by myself."

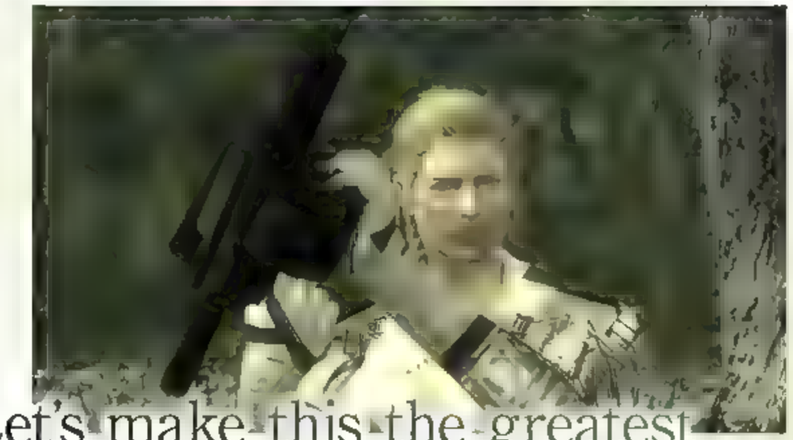
Having learned the truth behind everything, Snake rejects the handshake

◀Knowing what Operation Snake Eater was really about, Snake refuses to shake the CIA director's hand and walks out of the ceremony. This scene ties into his later decision to abandon his country and build his own army

THE BOSS

The Boss is a battle-tested warrior, someone who has fought on fields the world over. She speaks of her experiences and her wish for the future, as though entrusting it to her final apprentice, Snake.

"But the Earth itself has no boundaries."



"Let's make this the greatest 10 minutes of our lives, Jack."

◀After a fierce battle, The Boss loses to Snake. Lying on the ground, she mutters, "K, l me..." Snake points her weapon at her, and the moment he pulls the trigger the white flowers around her turn red in an expanding radius.

"There's only room for one Boss. And one Snake..."

EVA

EVA links up with Snake a number of times as a KGB collaborator, doing all the things a good spy does, like using her charms and demonstrating her skill with a motorcycle.

Uses her bike to give Ocelot a beatdown

◀EVA does a somersault on her motorcycle, striking Ocelot in the process and sending him running.

"I'll be your eyes from now on."

"Her story... her debriefing... ...will endure only in your heart."

▲In one scene of the ending, a tape EVA recorded reveals to Snake both her true identity and the reason The Boss did what she did. Her monologue lays bare the secrets the two women carried.

OCELOT

Ocelot has a lot of iconic dialogue from his confident displays to that final line where he reveals who he is really working for

"An ocelot never lets his prey escape."

"Reloading like this, it's a revolution!"

"We'll meet again!"

"Of course. I'm always at the CIA's disposal... Mr. Director."

◀After the end credits come some surprise conversations involving Ocelot. Snake fought against him a number of times throughout the game, but it turns out he was actually a triple agent working for the GRU, the KGB, and the CIA.

VOLGIN

An arrogant, brutal man who enjoys tormenting the weak, he even fires a nuclear shell without hesitating.

"Yes, yes! Let yourself go!"

"Remember the Alamo."

Volgin climbs into the Shagohod for a battle to the death

▶Volgin isn't scary merely because of his massive physique or his ability to generate electricity. He also has a vindictive, jealous temperament

GRANIN

Developer of the forerunner to Metal Gear, he opens up to Snake about his troubles.

"And this magnificent metal gear will mark a revolutionary step forward in weapons development."

I wish to remain a hero... ...of the great motherland."

SOKOLOV

A tragic figure who is a victim of the Cold War. Forced to develop a weapon against his will, he too pours his heart out to Snake.

"It means he's a man of his word."

So afraid he wets himself...

◀Ocelot's game of Russian roulette scares him half to death.

"All I wanted to do was build space rockets..."

RAIKOV

Volgin's lover. As he is known to be strange, Snake can behave erratically while disguised as Raikov and not raise any alarm.

▲Raikov has his clothes stolen by Snake and gets shoved into a locker wearing nothing but his thong.

Will eat rotten food

◀If Snake leaves rotten food out for Raikov, he will pick it up and eat it, then run off to the bathroom.

THE COBRA UNIT

The Cobras are as varied in appearance as they are in personality. The emotions that serve as the basis for their code names make their presence known in their dialogue as well

THE PAIN

"I will guide you to a world of anguish beyond your imagination..."

THE FEAR

"I see it!! The fear!"

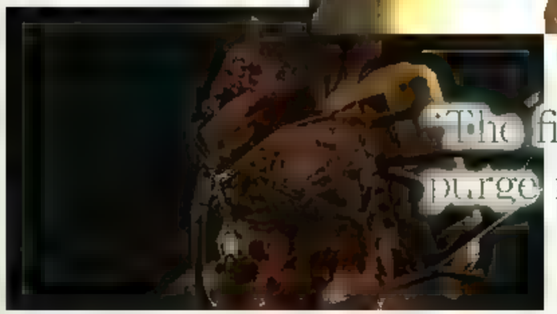
THE END

"I am here to send you to [illegible]
You'll make a fine quarry [illegible]

"I have no regrets.
I can return to the forest at last..."

THE FURY

"A great and terrible fury at being alive."



"The fires of Hell will purge me clean!"

THE SORROW

"Battle brings death. Death brings sorrow."

The shocking truth revealed after the battle

◀The battle with The Sorrow unfolds in a long and narrow waterway. It is an unusual kind of encounter with scores of the dead attacking Snake as he makes his way up it. In addition, in a radio call after the battle, Snake learns that The Sorrow was killed by The Boss two years prior.

Hidden Features

Like other titles in the series, *MGS3* is packed with Easter eggs. In this section we'll introduce you to some of them.

System Features

1 First Person View secrets

Pressing the First Person View Button during various cutscenes reveals all sorts of secret shots.

- •Krasnogorje: After the event where Snake is looking down through his binoculars from the mountaintop at Volgin torturing Granin, when The Boss rides away on her white horse, press the First Person View Button to see The Sorrow next to her.
- •Krasnogorje: After the event where Snake is looking down through his binoculars from the mountaintop at Volgin torturing Granin, when Ocelot strikes his trademark pose at EVA, press the First Person View Button to see EVA do it back at him.
- •Groznyj Grad: During the torture event, when Ocelot walks out of the room, press the First Person View Button to see The Boss do his pose at him.
- •Groznyj Grad: When Snake and EVA look at one another after attacking Volgin at the rail bridge, press the First Person View Button to see The Sorrow behind EVA.
- •Rokovoj Bereg: After the battle with The Boss, press the First Person View Button when her white horse neighs to see the spirits of The Boss and The Sorrow.
- •During the ending, when Snake and the president are shaking hands, press the First Person View Button while the president is standing in front of the window to see Ocelot outside the window, striking his pose.
- •During the ending, when Snake salutes the grave, press the First Person View Button to look at the grave through his teary eye.

Game Features

1 Throwing up

In the Survival Viewer's viewer mode, spin Snake around 10 or more times, and when you return to the game he will throw up. This consumes one bar of the Stamina Gauge, but is handy if you have consumed poisonous food.

2 Getting used to the darkness

In the dark caves, Snake's eyes will gradually adjust to the lack of light, to the point where he will be able to see without the help of a light source.

3 You can't change history

If you kill a character that plays a later role in the series (such as Ocelot), a Time Paradox occurs, and you get a game over.

4 A link with the real world

After you save and quit a game, your Life regenerates in real-world time. The amount recovered varies depending on how much time passes between quitting and resuming the game.

5 Food goes bad too

With the exception of preserved foods, food goes bad in real-world time. This counter continues to run both during gameplay and after saving and quitting the game.

6 Tsuchinoko: the phantom snake

Mousetraps, which can be obtained from, for example, Ocelot while he is unconscious or from Bolshaya Past Base, can be used to capture the legendary Tsuchinoko. The Tsuchinoko can be found in various places, including Dremuchij and Chyornyj Prud, and capturing it and completing the game without eating it will earn you the code name "Tsuchinoko."

7 Destroying armories and storehouses

Armories and provisions storehouses can be destroyed by setting off TNT inside them. Destroying a storehouse will lower the stamina of soldiers in the area, making it easier to stun them. They will also go after food they find lying around. Destroying an armory will lower the frequency of the enemy's attacks and their offensive capabilities.

8 Using grenades to exterminate crocodiles

Crocodiles can be a deadly threat. If you encounter one underwater it will be impossible to fight back. However, you can kill one in a single attack by throwing a grenade into its mouth. Keep this in mind when traveling along the water's edge.

9 Instant fire extinguisher

If Snake catches fire, you can put it out instantly by equipping a cardboard box or changing uniforms.

9 Shagohod Life down

If you kill the maintenance crew in the Shagohod's hangar before the battle with it begins, it starts the fight with less Life. This only works if you kill the crew; its Life will not decrease if you merely incapacitate them.

10 The Guy Savage minigame

If you save while in the prison cell in Groznyj Grad, quit, then load back into the game, you can play a minigame called Guy Savage[1], based on a nightmare Snake has. In this black-and-white action game, you take control of a mysterious protagonist who must defeat waves of monsters. The game automatically ends after a certain amount of time, and is followed by a scene back in the cell where Snake wakes up from the nightmare.

[1]Original and *Subsistence* versions only. Not available in the *HD Collection* or *MASTER COLLECTION*.

Secret Items

1 Meet special requirements when completing the game

The following secret items can be unlocked by playing the game in certain ways.

•Infinity Face Paint: Complete the game having captured the Tsuchinoko alive. Gives you unlimited ammo for your equipped weapon.

•Stealth Camo: Shoot all 64 Kerotans, or complete the game having entered Alert Mode 0 times. Camo Index is always at 100%, though it becomes ineffective in Alert Mode.

•Single Action Army: In the WIG, select the revolver on the right and it will be in your backpack from your next playthrough.

•EZ Gun: Complete the game having captured all 44 types of food and the 4 types of medicinal plants. In addition to having unlimited tranquilizer ammo, it ensures your Camo Index is always at 80% and induces Stamina recovery. It can also be found as part of your starting equipment on the Very Easy difficulty.

•Patriot: Obtained by completing the game. An assault rifle with infinite ammo and no reloading required.

•Tuxedo: Obtained by completing the game. Guns can still be used, but prevents the use of CQC.

2 Boss Camos

Defeating a boss by reducing their Stamina Gauge to zero will earn you a special camo (and in the case of The End, a special weapon as well). Each item and its effect is as follows:

•Ocelot (Animal): Prevents Snake's hands from shaking when aiming a gun. Also prevents hands from shaking when hungry.

•The Pain (Hornet Stripe): Keeps hornets, spiders, and leeches away. When shooting down a hornet's nest, hornets follow Snake and attack enemies instead.

•The Fear (Spider): Depletes Stamina rapidly while worn, but maintains Camo Index at around 80%. Its Stamina-draining effect is not canceled out by the EZ Gun.

•The End (Mosin Nagant): A sniper rifle that fires tranquilizer rounds. Unlike items such as camos, does not carry over to subsequent playthroughs.

•The End (Moss): Obtained by holding up The End and pointing a gun at his head three times. When worn, will restore Stamina in any area with sunlight.

•The Fury (Fire): Halves damage from fire and explosions. Also prevents Snake from catching fire.

•The Sorrow (Spirit): Obtained by advancing to the very end of the battle with The Sorrow and touching his body. Prevents enemies from hearing Snake's footsteps, and also restores Stamina when choking an enemy in CQC.

•Volgin (Cold War): Enemies will not shoot Snake when he is facing them, though they will shoot him from behind.

•The Boss (Snake): Offers good camouflage. Camo Index never goes below 15%.

Boss Fights

From Ocelot to the Cobras, *MGS3* has a cast of bosses full of memorable dialogue and behaviors. Performing certain actions will even elicit special reactions from them. This section goes into detail on some of them.

Ocelot Battle

1 Shooting a hornet's nest

Shooting down a hornet's nest will give Ocelot a scare. On the other hand, if the battle drags on, he will shoot down nests around Snake.

2 Ocelot's bulletproof beret

Shooting Ocelot's head will knock his beret off, but won't cause any damage. Ocelot will pick it up and put it back on, and carry on the fight like nothing had happened.

3 Wants a real gunfight

If you continually throw grenades at Ocelot, he will demand that Snake use a gun instead. Also, if you remain in hiding, Ocelot will taunt you.

The Pain Battle

1 Baltic Hornet's Nests

If you place a Baltic Hornet's Nest on the ground, some of the hornets released by The Pain when attacking will converge on it, turning it into a Hive of Pain Hornets. This can also be obtained by having a Baltic Hornet's Nest equipped when The Pain sends hornets to swarm Snake. Note that this special item does not count toward the completion requirement involving collecting all Items.

The Fear Battle

1 Leaving the bolt in

If you don't remove the bolt that The Fear initially hits Snake with, its effects will disappear, but you will become unable to remove it. If you don't like the look of it, don't forget to take it out!

2 The Fear's weaknesses

The Fear will eat anything when hungry, even if it is rotten or poisonous. Throw him such food items to render him temporarily defenseless. Also, if he eats a Spatsa mushroom, King Cobra, or Taiwanese Cobra, he will voice his displeasure.

The End Battle

1 Shooting The End when he's in his wheelchair

After the cutscene outside Ponizovje Warehouse, you can actually snipe The End. Killing him here will skip the normal battle with him later on entirely. Even if you don't manage to kill him here, the damage he sustains will lower his Life Gauge for the boss battle.

2 Using his parrot to find him

If you capture The End's little parrot buddy and then let him go, you can use his voice to locate The End. Alternatively, if you kill the parrot, The End will become enraged. If the parrot dies, he appears in spirit from in the post-battle cutscene.

3 Croc camouflage

If you wear the croc cap and crawl through the river, The End will mistake you for a real crocodile (first time only).

4 Dying from old age after quitting

If you save and quit during the battle with The End, and 8 or more days of real time pass, when you load the save there will be a cutscene showing that The End has died. The game will treat the battle as being won and Snake can continue on. However, if you load back in and between 3 and 7 days have passed, The End will send you back to the cell in Graniny Gorki.

The Fury Battle

1 Coward!

If you use a grenade other than smoke during the battle, The Fury accuses Snake of fighting dirty.

2 Ripping his suit

Using a knife in CQC or firing a gun at The Fury can rip through his fireproof suit, rendering him temporarily defenseless and increasing the amount of damage dealt by explosive weapons from that point on.

3 Fire fighting

Shoot the red pipes on the ceiling to puncture them. The water released will extinguish any flames in the area.

The Sorrow Battle

1 Soldiers appear in the way that they died

During the battle with The Sorrow, the soldiers Snake has killed up to this point show up as ghosts. Their appearances will even change according to how they died. Soldiers that had their throat slit, or had a vulture feast on their remains, for example, will show up in this manner.

2 Ghost photos: a series staple

Take photos with the camera during the battle to capture pictures of development team members.

3 Reduce completion time by dying

Besides touching The Sorrow's body, you can also complete the battle by dying—such as drowning or having attacks reduce your Life to zero—and then using the revival pill.

Volgin Battle

1 Focus on the battle

If you attack Ocelot he will get mad at you. You can kill Ocelot if you continue to attack him, but this results in a Time Paradox and consequently a game over.

2 Volgin's fear of frogs

Throwing a Tree Frog at Volgin will cause him to recoil, providing an opening for you to attack. He will similarly falter if you wear the Raikov mask.

3 Magic mushroom

Throw a Russian Glowcap and it will absorb Volgin's electrical attacks, though the effect only lasts twice per mushroom.

4 Weak to water

Shoot the pipes on the ceiling to drop water on the area, again causing Volgin to falter and providing an opening.

The Boss Battle

1 Tricks don't work on a legend

Unlike other bosses, if you try to use the fake death pill The Boss will see right through it, immediately kicking you and pulling you to your feet.

2 Secret technique: CQC reversal

Press the Punch Button at the right moment and you can throw The Boss back with CQC. She will even praise you.

3 The three "snakes"

Three unique snakes appear in the area where the battle with The Boss takes place. Their names are Solid, Liquid, and Solidus, the same names as the three snakes from previous titles.

4 The greatest 10 minutes of their lives

If you don't complete the battle against The Boss within 10 minutes, the area is bombed and the game is over.

Complete Kerotan Guide

This guide details where to find all 64 Kerotans hidden throughout the game. Finding all of them will earn you the "KEROTAN" code name after completing the game as well as the Stealth Camo item.

KEROTAN GUIDE DATA Virtuous Mission Chapter

☑	NO.	Area Name	Page #	Details
☐	01	Dremuchij South	86	After collecting the backpack, climb back up the tree, then look southeast. It's sitting on top of a rock.
☐	02	Dremuchij Swampland	86	Past the swamp, stick to the east side of the path, then look down.
☐	03	Dremuchij North	87	It's on the other side of a hollowed-out tree. Look around in First Person View (FPV), putting the nearby enemy to sleep with the Mk22 to be on the safe side.
☐	04	Dolinovodno	88	On top of one of the bridge poles.
☐	05	Rassvet	89	Standing beneath the stairs, look through the gap in the wall.

KEROTAN GUIDE DATA Operation Snake Eater Chapter

☑	NO.	Area Name	Page #	Details
☐	06	Dremuchij East	90	Hidden in a fallen tree on the west side of the area. Look around from the north in FPV and it's easy to spot.
☐	07	Dremuchij North	90	Climb the tree in the middle of the area and look to the west.
☐	08	Dremuchij Swampland	91	By the roots of a tree near the bottomless swamp.
☐	09	Dremuchij South	91	Climb over the fallen tree and head to the southwest. From there, look up to the northwest and you'll see it on a rock.
☐	10	Dolinovodno	92	After crossing the bridge, look up at the east wall.
☐	11	Rassvet	92	Look at the stairs from the east, and you'll see it on the ground.
☐	12	Chyornyj Prud	93	Swim toward the base of the large tree to the north, and you'll come across it underwater.
☐	13	Bolshaya Past South	94	By the base of a tree near the electric fence to the north.
☐	14	Bolshaya Past Base	95	Enter the building in the middle, and look under a desk.
☐	15	Bolshaya Past Crevice	96	After heading to the far southeast of the combat area, look south.
☐	16	Chyornaya Peschera Cave Branch	97	Check the south wall right next to where the Night Vision Goggles are located.
☐	17	Chyornaya Peschera Cave	98	Look up at the ceiling right when the battle with The Pain starts.
☐	18	Chyornaya Peschera Cave Entrance	99	Stand beyond the area with the Claymores and look up to the south.
☐	19	Ponizovje South	100	Located on elevated ground to the west of the entrance. Move to it and stand on your tiptoes in FPV to spot it.
☐	20	Ponizovje West	101	Beyond a drain located underwater.
☐	21	Ponizovje Warehouse: Exterior	102	Head straight west from the area entrance, moving near the large water gate. Look around in FPV, and you'll see it on top of one of the gate's columns.
☐	22	Ponizovje Warehouse	103	From the south side of the warehouse 1F, look up at the 3F, near the ceiling, and you'll see the Kerotan on top of a beam.
☐	23	Graniny Gorki South	104	Climb the elevated ground in front of the area exit, then look at a tree branch to the southwest.
☐	24	Graniny Gorki Lab Exterior: Outside Walls	105	After making it past the electric fence, move to the shadowed area next to the wall and look up to the west, where you'll see it at the base of a tree.
☐	25	Graniny Gorki Lab Exterior: Inside Walls	105	Inside the building on the east side of the yard. The building cannot be entered, so you have to shoot it through the window.
☐	26	Graniny Gorki Lab 1F	106	On top of the lockers just before the stairs to the second floor.
☐	27	Graniny Gorki Lab B1 East	107	On top of a table in a prison cell in B1 East.
☐	28	Graniny Gorki Lab B1 West	107	In the B1 West room with the television.
☐	29	Svyatogornyj South	108	After the radio call with EVA after leaving the warehouse, look back to the southwest and you'll see it above the entrance to the warehouse.
☐	30	Svyatogornyj West	108	On top of the rock formation in the southwest part of the area. Watch out for the pitfall trap nearby.
☐	31	Svyatogornyj East	109	On a shelf in a building in the northeast part of the area.
☐	32	Sokrovenno South	110	Behind the armory in the west part of the area.
☐	33	Sokrovenno West	110	Head downriver, then look through the gap at the end in FPV.
☐	34	Sokrovenno North	110	Stand to the left of the fallen tree near the middle of the area, then look south at the ground in FPV.
☐	35	Krasnogorje Tunnel	111	Behind a column by the puddle of water. Easy to spot if looking back from where the ladder is.
☐	36	Krasnogorje Mountain Base	111	By the west side of the area exit. You can't get near it, so you'll have to shoot it from the edge of the cliff.
☐	37	Krasnogorje Mountainside	112	On top of the provisions storehouse near the summit.
☐	38	Krasnogorje Mountaintop	113	From the east side of the building by the area entrance, look at the south wall.
☐	39	Krasnogorje Mountaintop: Behind Ruins	113	Ready the SVD at the top of the cliff, and look at the large metal tower in Groznyj Grad.
☐	40	Krasnogorje Mountaintop Ruins	113	On a shelf next to a bed in the ruins.
☐	41	Groznyj Grad Underground Tunnel	114	During the battle with The Fury, move near the door to the far north, then face south and look on top of the red pipe.
☐	42	Groznyj Grad Southwest	115	Go to the tank hangars on the west side, then in FPV look through the door of the second one down from the north.
☐	43	Groznyj Grad Northeast	115	In a drainage channel you must crawl through. Cannot be shot from above ground.
☐	44	Groznyj Grad Weapons Lab: East Wing (2F)	116	On top of a large shelf in a room in the northwest.
☐	45	Groznyj Grad Weapons Lab: West Wing Corridor	116	On top of a speaker tower outside the corridor. Can be hit easily with the SVD.
☐	46	Groznyj Grad Torture Room	117	Under a desk at the guard station on the north side of the torture room building.
☐	47	Groznyj Grad Southeast	117	Located at the southeast corner of the roof of the torture room building.
☐	48	Tikhogornyj	118	Follow the river downstream, and it can be found at the southern tip of the area.
☐	49	Tikhogornyj: Behind Waterfall	119	Look up to the southwest in the room with the ladder, and you'll see it on top of a pipe. Be aware that once you take the ladder up you can't come back down.
☐	50	Groznyj Grad Northwest	120	On top of the red stairs on the north side of the guard tower.
☐	51	Groznyj Grad Weapons Lab:Main Wing	121	In between control panels near a fuel tank on the west side of the area.
☐	52	Groznyj Grad Weapons Lab:Main Wing B1	122	During the Volgin battle, look up to the southwest from the starting point.
☐	53	Groznyj Grad (Bike Chase)	123	In the northwest section, when the bike stops when the first enemies appear, you'll see the Kerotan on top of a guard tower searchlight.
☐	54	Groznyj Grad Runway South (Bike Chase)	123	When the bike stops, look over at the seat of the forklift on the left side.
☐	55	Groznyj Grad Runway 1 (Bike Chase)	123	After emerging onto the runway after the left turn, it's on the top of the fifth box.
☐	56	Groznyj Grad Runway 2 (Bike Chase)	123	After the Shagohod approaches, it's on top of the fourth box on the right.
☐	57	Groznyj Grad Rail Bridge (Bike Chase)	123	In the C3 sniping scene, stand up at the sniping position and look through the scope. It's sitting on the bottom-left part of the rail bridge.
☐	58	Groznyj Grad Rail Bridge	124	Right after the battle begins, you'll find it at the base of the steel tower straight ahead.
☐	59	Groznyj Grad Rail Bridge North (Bike Chase)	125	Beneath the barricade set up by the final ambushing squad.
☐	60	Lazorevo South (Bike Chase)	125	Right after entering the area, the Kerotan is in front of a black rock on the right side.
☐	61	Lazorevo North (Bike Chase)	125	On top of a rock on the left side.
☐	62	Zaozyorje West	126	Stand on the log bridge and look down the valley to the east, and it's on the rocky area.
☐	63	Zaozyorje East	127	Where the path branches, look between the big tree and the rock wall.
☐	64	Rokovoj Bereg	128	While battling The Boss, you'll find it at the top of the tree in the middle of the combat area.

Dremuchij South Swampland

Topographical Information

Low High

Swamp-

Kerotan

01

After collecting the backpack, climb back up the tree, then look southeast. It's sitting on top of a rock.

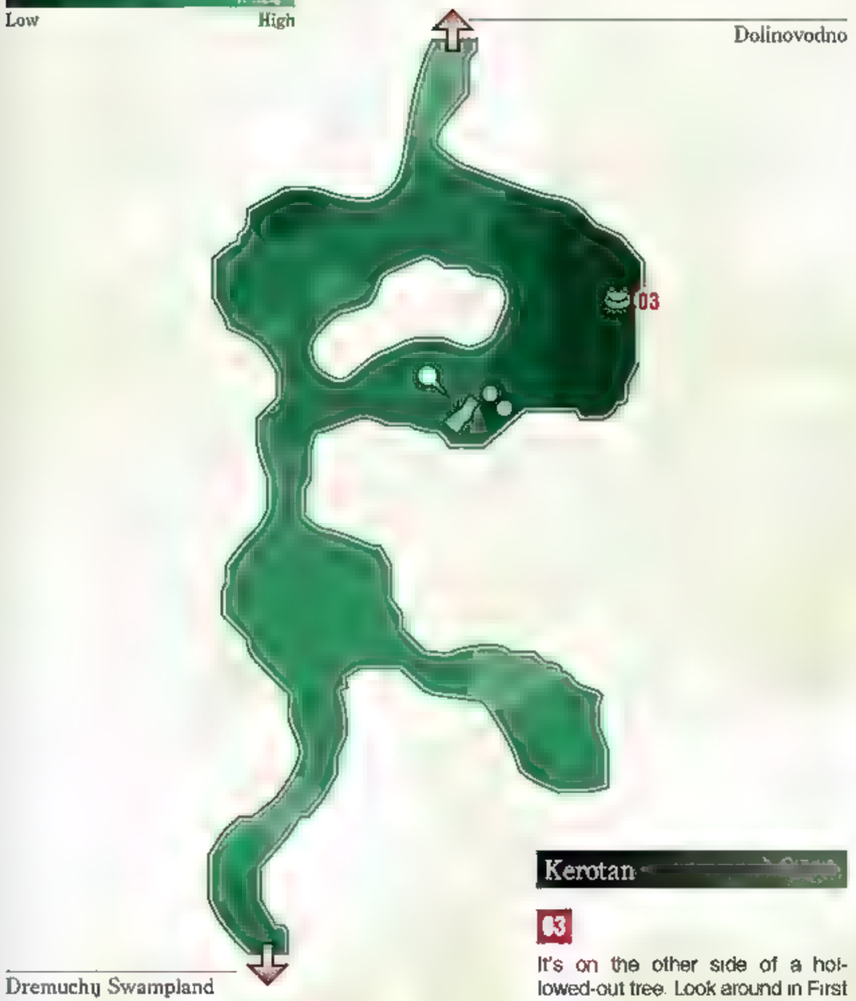
02

Past the swamp, stick to the east side of the path, then look down.

Dremuchij North

Topographical Information

Low High



Kerotan

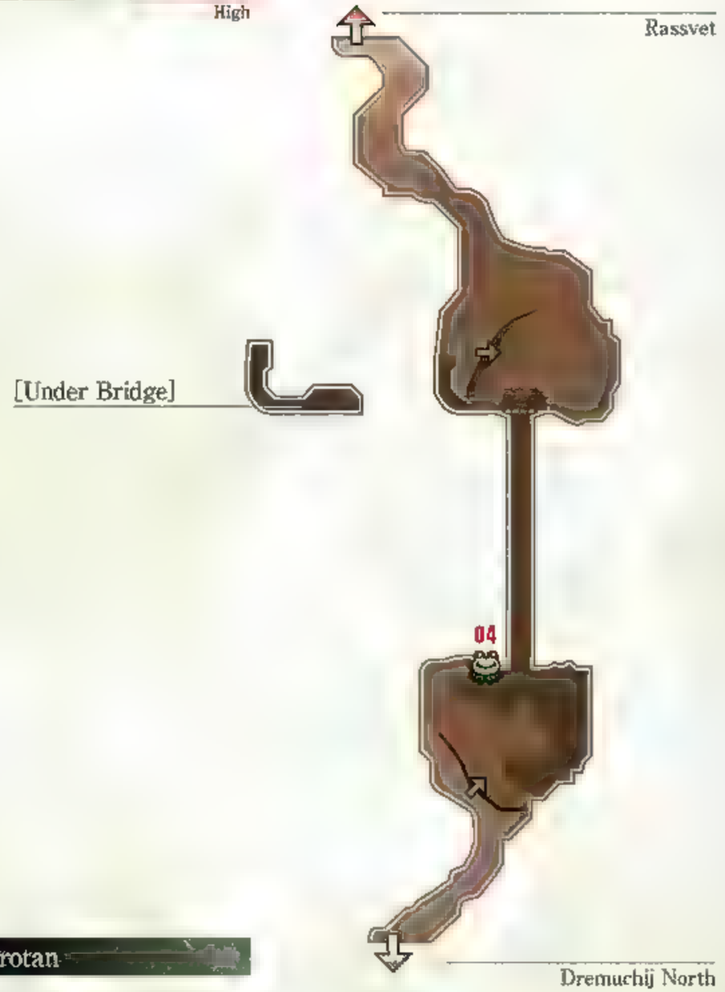
03

It's on the other side of a hollowed-out tree. Look around in First Person View (FPV), putting the nearby enemy to sleep with the Mk22 to be on the safe side

Dolinovodno

Topographical Information

Low — High



Kerotan

04

On top of one of the bridge poles.

Rassvet

Topographical Information

Low — High

Kerotan

05

Standing beneath the stairs, look through the gap in the wall

Operation Snake Eater

Dremuchij East North

Kerotan

06

Hidden in a fallen tree on the west side of the area. Look around from the north in FPV and it's easy to spot.

07

Climb the tree in the middle of the area and look to the west.

Dremuchij Swampland South

Kerotan

08

By the roots of a tree near the bottomless swamp.

09

Climb over the fallen tree and head to the southwest. From there, look up to the northwest and you'll see it on a rock.

Dolinovodno - Rassvet

Kerotan

10

After crossing the bridge, look up at the east wall.

11

Look at the stairs from the east, and you'll see it on the ground.

Chyornyj Prud

Kerotan

12

Swim toward the base of the large tree to the north, and you'll come across it underwater

Bolshaya Past South

Topographical Information

Low — High

Swamp

Kerotan

13

By the base of a tree near the electric fence to the north.

Bolshaya Past Base

Topographical Information

Low — High

Kerotan

14

Enter the building in the middle, and look under a desk.

Bolshaya Past Crevice

Topographical Information

Low — High

Kerotan

15

After heading to the far southeast of the combat area, look south.

Chyornaya Peschera Cave Branch

Topographical Information

Low — High

Underground Lake:

Kerotan

16

Check the south wall right next to where the Night Vision Goggles are located.

Chyornaya Peschera Cave

Kerotan

17

Look up at the ceiling right when the battle w.th The Pain starts.

Chyornaya Peschera Cave Entrance

Topographical Information

Low High

Kerotan

18

Stand beyond the area with the Claymores and look up to the south.

Ponizovje South

Kerotan

19

Located on elevated ground to the west of the entrance. Move to it and stand on your tiptoes in FPV to spot it.

METAL GEAR ARCHIVE

Ponizovje West

Kerotan

20

Beyond a drain located underwater.

Ponizovje Warehouse Exterior

Kerotan

21

Head straight west from the area entrance, moving near the large water gate. Look around in FPV, and you'll see it on top of one of the gate's columns.

Ponizovje Warehouse

Kerotan

22

From the south side of the warehouse 1F, look up at the 3F, near the ceiling, and you'll see the Kerotan on top of a beam.

Graniny Gorki South

Topographical Information

Low — High

Swamp

Kerotan

25

Climb the elevated ground in front of the area exit, then look at a tree branch to the southwest.

Graniny Gorki Lab Exterior: Outside Walls / Inside Walls

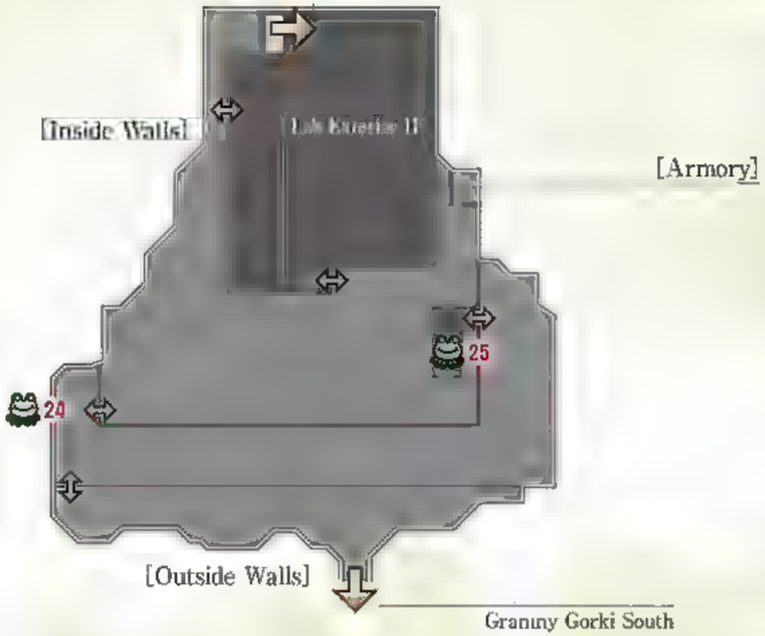
Kerotan

24

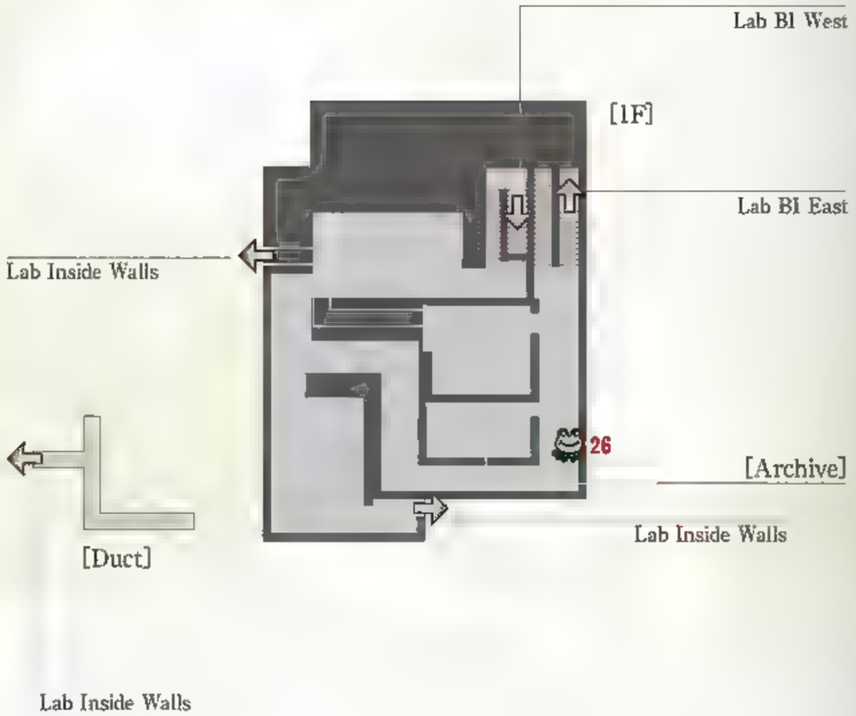
After making it past the electric fence, move to the shadowed area next to the wall and look up to the west, where you'll see it at the base of a tree.

25

Inside the building on the east side of the yard. The building cannot be entered, so you have to shoot it through the window.



Graniny Gorki Lab 1F



Kerotan

26

On top of the lockers just before the stairs to the second floor.

Graniny Gorki Lab B1 East and West

Kerotan

27

On top of a table in a prison cell in B1 East.

28

In the B1 West room with the television.

Svyatogornyj South - West

Kerotan

29

After the radio call with EVA after leaving the warehouse, look back to the southwest and you'll see it above the entrance to the warehouse.

30

On top of the rock formation in the southwest part of the area. Watch out for the pitfall trap nearby

Svyatogornyj East

Kerotan

31

On a shelf in a building in the northeast part of the area.

Sokrovenno South, West, North

32

Behind the armory in the west part of the area.

33

Head downriver, then look through the gap at the end in FPV

34

Stand to the left of the fallen tree near the middle of the area, then look south at the ground in FPV.

Krasnogorje Tunnel - Krasnogorje Mountainside Base

35

Behind a column by the puddle of water. Easy to spot if looking back from where the ladder is.

36

By the west side of the area exit. You can't get near it, so you'll have to shoot it from the edge of the cliff

Krasnogorje Mountainside

Topographical Information

Low — High

Kerotan

37

On top of the provisions storehouse near the summit.

Krasnogorje Mountaintop / Krasnogorje Mountainside Ruins

Kerotan

38

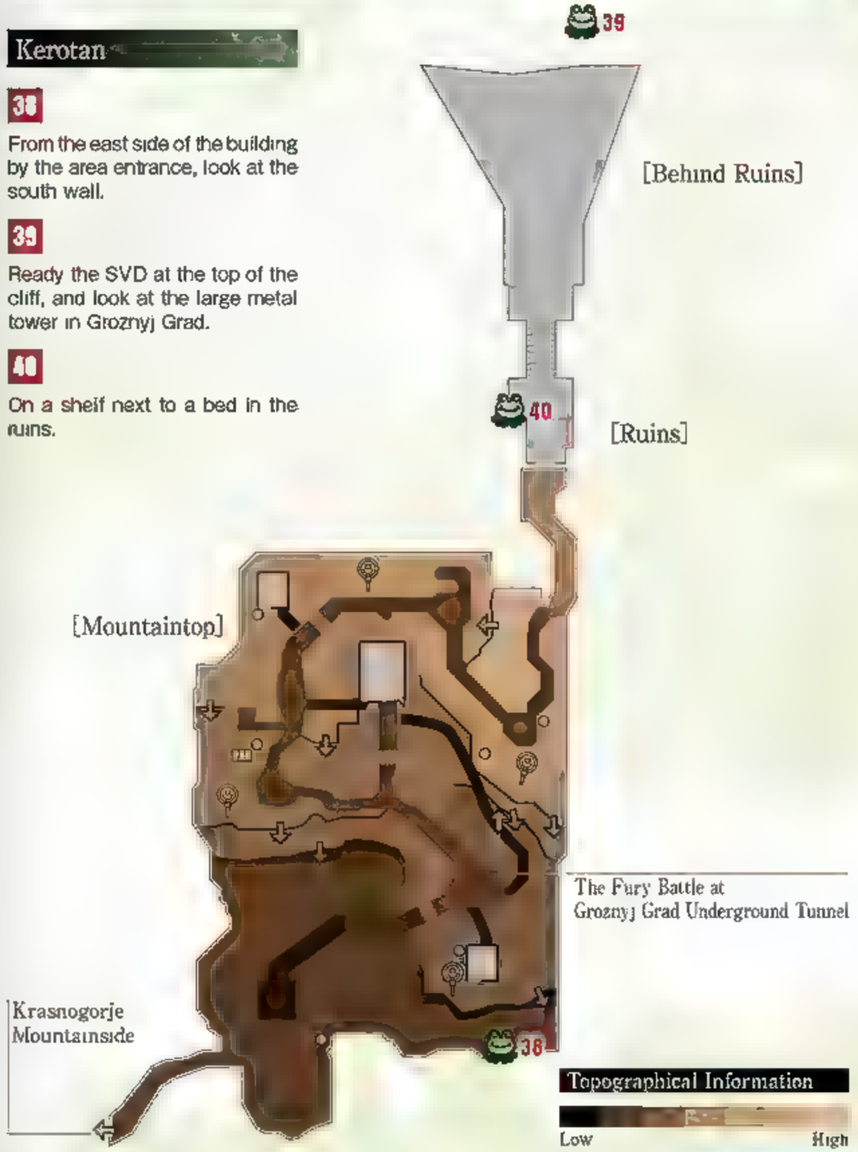
From the east side of the building by the area entrance, look at the south wall.

39

Ready the SVD at the top of the cliff, and look at the large metal tower in Groznyj Grad.

40

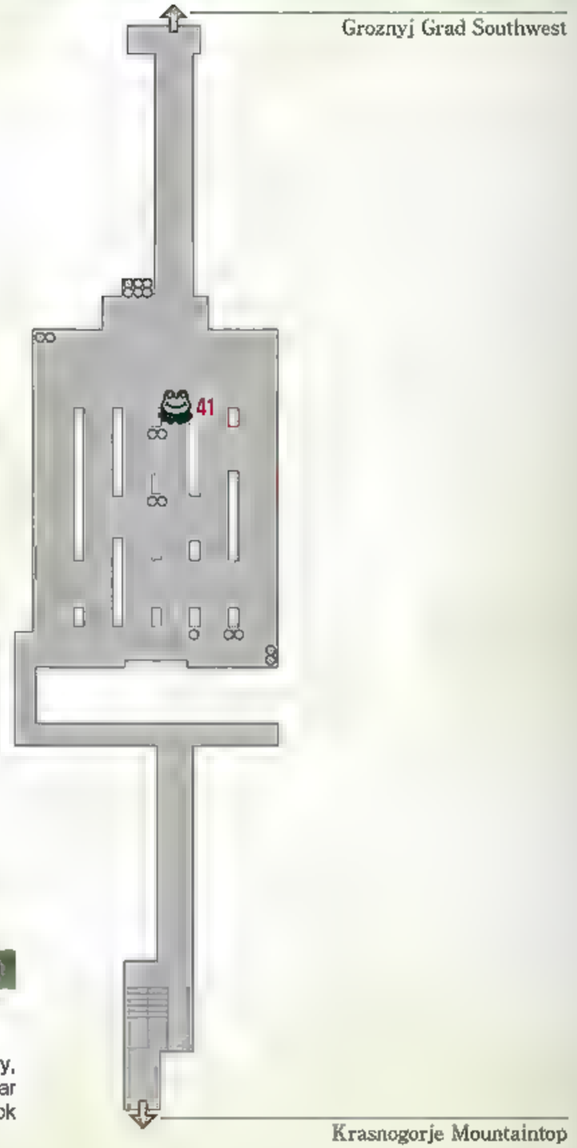
On a shelf next to a bed in the ruins.



Topographical Information

Low — High

Groznyj Grad Underground Tunnel

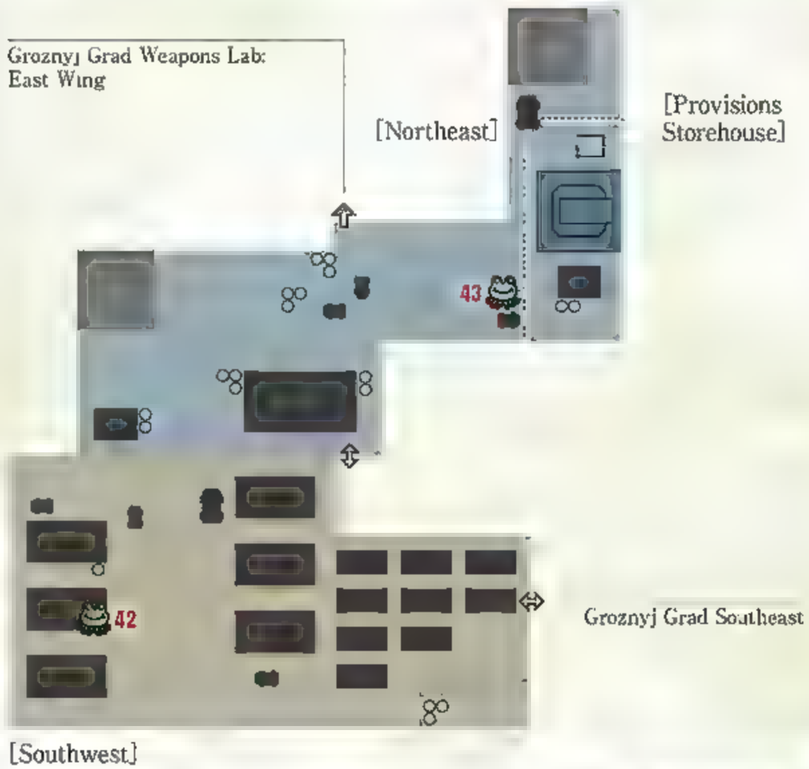


Kerotan

41

During the battle with The Fury, move near the door to the far north, then face south and look on top of the red pipe.

Groznyj Grad Southwest, Northeast



Kerotan

42

Go to the tank hangars on the west side, then in FPV look through the door of the second one down from the north.

43

In a drainage channel you must crawl through. Cannot be shot from above ground.

Groznyj Grad Weapons Lab: East Wing (2F) - West Wing Corridor

Kerotan

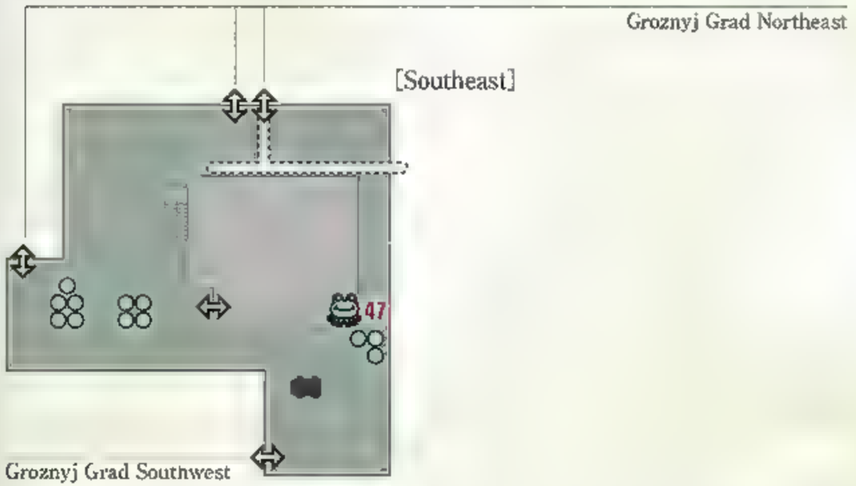
44

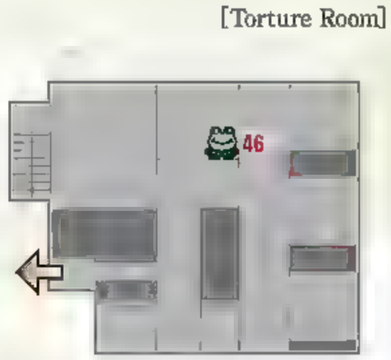
On top of a large shelf in a room in the northwest.

45

On top of a speaker tower outside the corridor. Can be hit easily with the SVD.

Groznyj Grad Torture Room - Groznyj Grad Southeast





Kerotan

46

Under a desk at the guard station on the north side of the torture room building.

47

Located at the southeast corner of the roof of the torture room building.

Tikhogornyj

Topographical Information

Low — High

River

Kerotan

48

Follow the river downstream, and it can be found at the southern tip of the area.

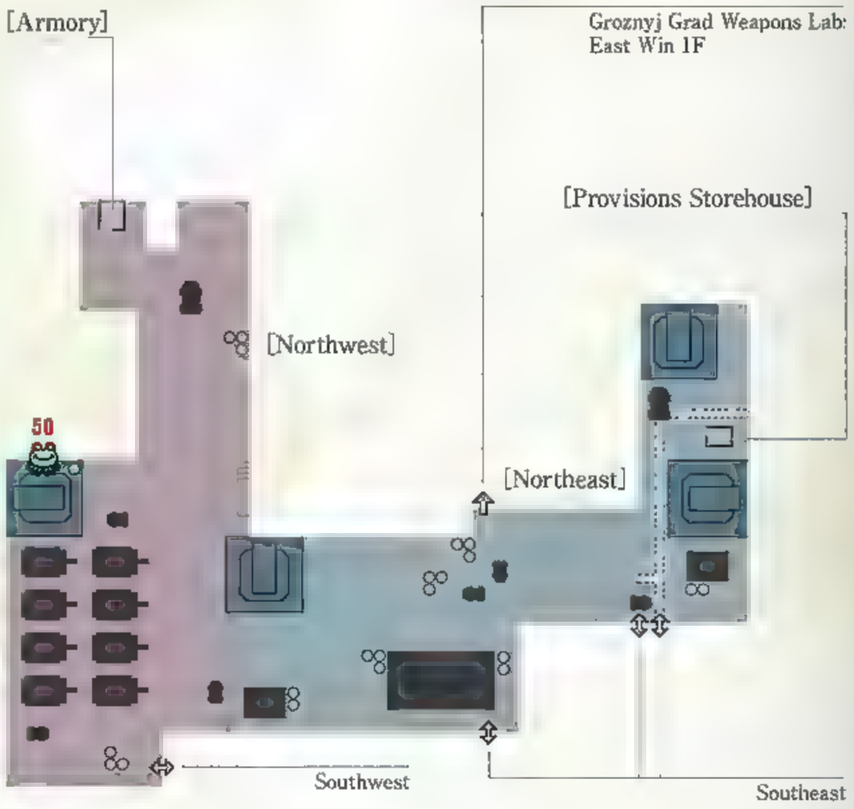
Tikhogornyj: Behind Waterfall

Kerotan

49

Look up to the southwest in the room with the ladder, and you'll see it on top of a pipe. Be aware that once you take the ladder up you can't come back down.

Groznyj Grad Northwest - Northeast



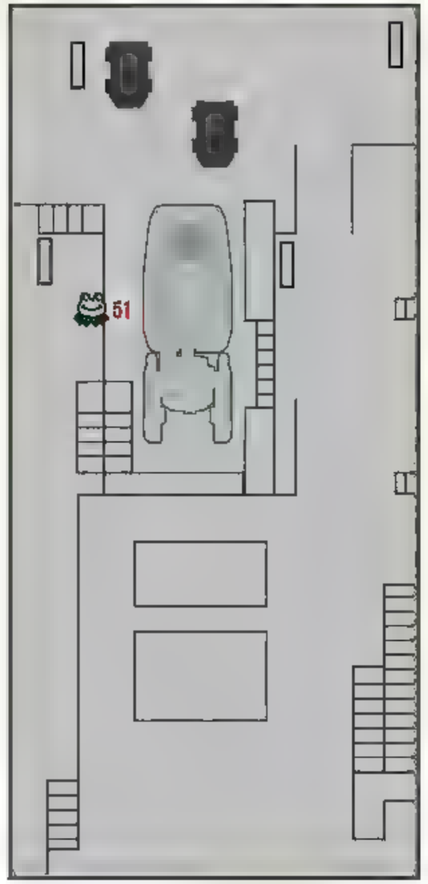
Kerotan

50

On top of the red stairs on the north side of the guard tower.

Groznyj Grad Weapons Lab Main Wing

[Shagohod Hangar 1F]

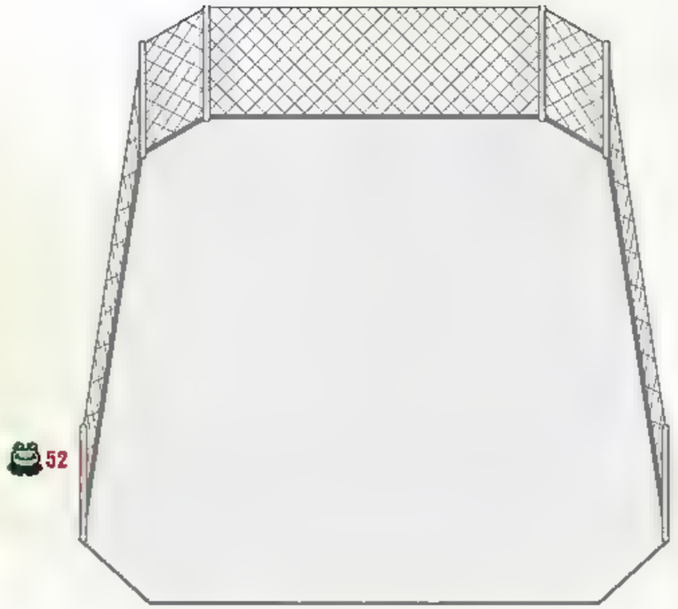


Kerotan

51

In between control panels near a fuel tank on the west side of the area.

Groznyj Grad Weapons Lab Main Wing B1



Kerotan

52

During the Volgin battle, look up to the southwest from the starting point.

Groznyj Grad Runway South - Groznyj Grad Rail Bridge (Bike Chase)

Groznyj Grad

Groznyj Grad Runway South

Groznyj Grad Runway 1-2

Groznyj Grad Rail Bridge

Kerotan

53

In the northwest section, when the bike stops when the first enemies appear, you'll see the Kerotan on top of a guard tower searchlight.

54

When the bike stops, look over at the seat of the forklift on the left side.

55

After emerging onto the runway after the left turn, it's on the top of the fifth box.

56

After the Shagohod approaches, it's on top of the fourth box on the right.

57

In the C3 sniping scene, stand up at the sniping position and look through the scope. It's sitting on the bottom-left part of the rail bridge.

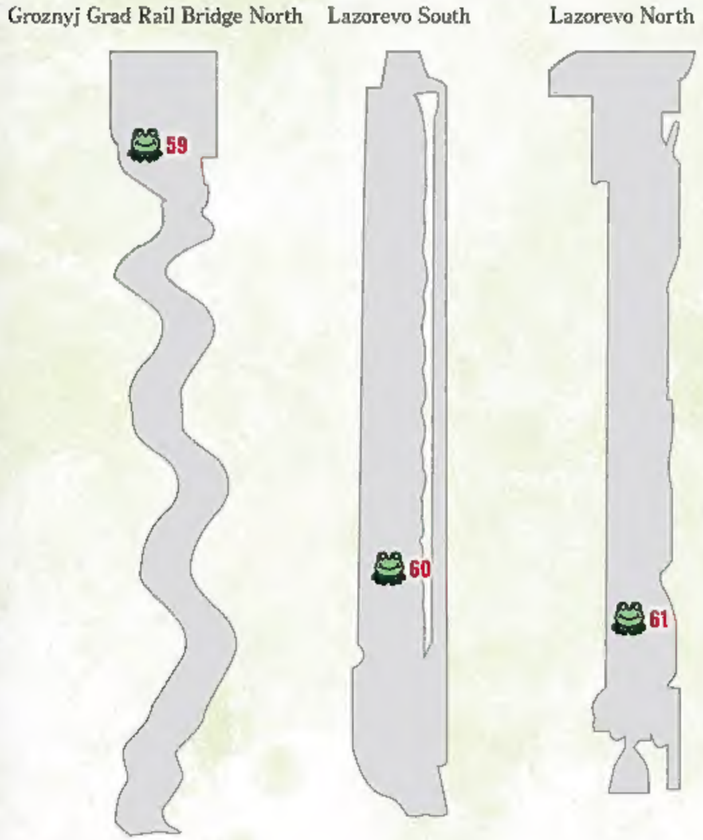
Groznyj Grad Rail Bridge

Kerotan

58

Right after the battle begins, you'll find it at the base of the steel tower straight ahead.

Groznyj Grad Rail Bridge North - Lazorevo North (Bike Chase)



Kerotan

59

Beneath the barricade set up by the final ambushing squad.

60

Right after entering the area, the Kerotan is in front of a black rock on the right side.

61

On top of a rock on the left side.

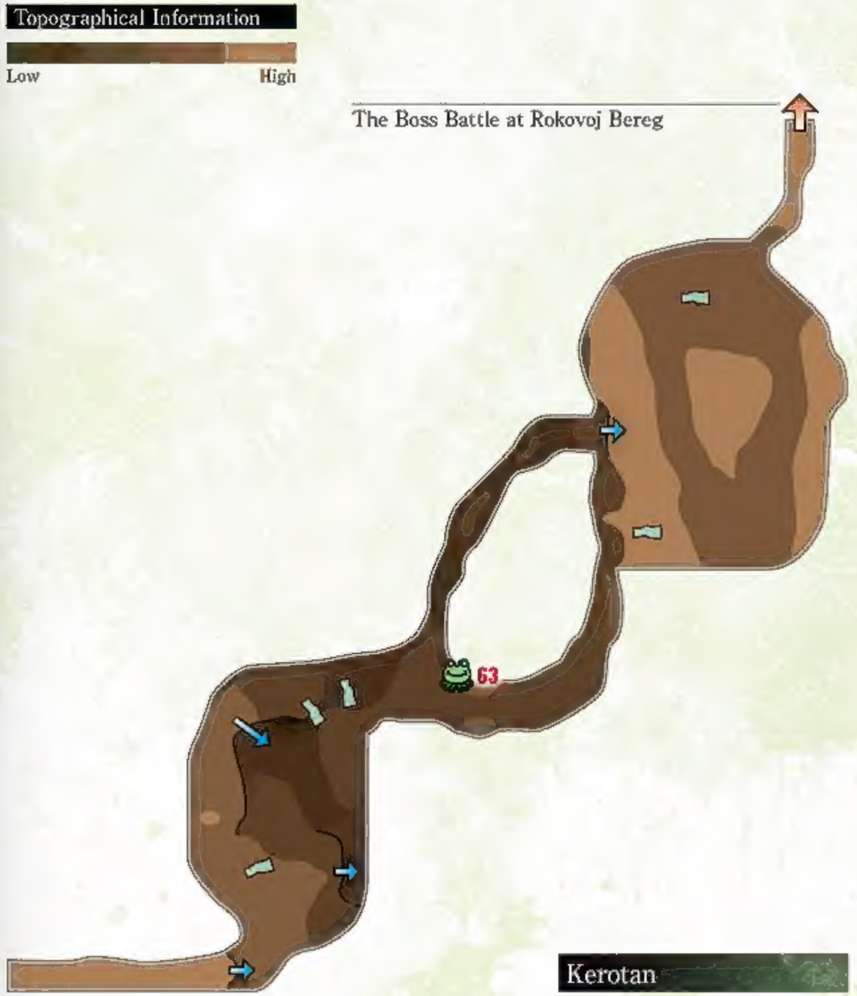
Zaozyorje West

Kerotan

62

Stand on the log bridge and look down the valley to the east, and it's on the rocky area.

Zaozyorje East



Kerotan

63

Where the path branches, look between the big tree and the rock wall.

Rokovoj Bereg

Kerotan

64

While battling The Boss, you'll find it at the top of the tree in the middle of the combat area.